



OVER 3,001 CODES, TIPS AND TRICKS

# GAMENOW

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HANDS-ON

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**TOMB RAIDER**

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*the angel of darkness*

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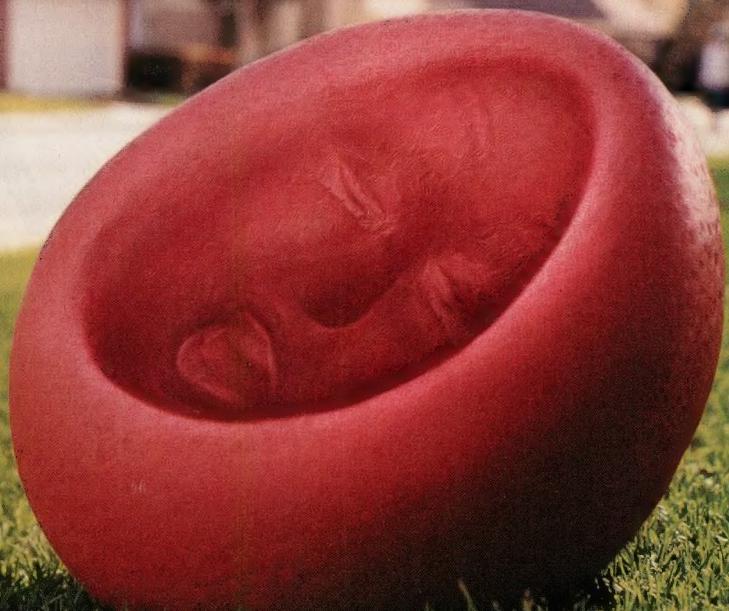
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# CONTENTS

Issue 19 • May 2003



- 6 EDITOR'S NOTE**
- 8 RANTS & RAVES**
- 14 GAMENOW GALLERY**  
Color Quest

## 16 NEWS NOW

### 20 MAY HOT 10

- 20 Castlevania: Aria of Sorrow
- 22 Return to Castle Wolfenstein: Tides of War
- 24 Enter the Matrix
- 28 Grand Theft Auto: Vice City
- 29 The Hulk
- 30 Sonic Adventure DX
- 31 RTX Red Rock
- 32 Savage
- 33 Lost Kingdoms II
- 34 Color Quest

## 36 NOW PLAYING

- 36 Top 10 Lists & Games of the Month
- 37 Golden Sun: The Lost Age
- 37 Yu-Gi-Oh! Dungeon Dice Monsters
- 39 Pokémons Ruby Version/Sapphire Version
- 40 Sega Arcade Collection
- 40 Sonic Adventure 2
- 41 Crazy Taxi: Catch a Ride
- 41 Army Men: Sarge's War
- 42 Ikaruga
- 43 Battlefield 1942: The Road to Rome
- 44 Freelancer
- 45 Inuyasha: A Feudal Fairy Tale
- 45 Pinocchio
- 46 Clock Tower 3
- 47 Splinter Cell
- 48 Dynasty Warriors 4
- 48 The King of Fighters '96
- 49 Amplitude
- 49 World Series Baseball 2K3
- 50 MVP Baseball 2003
- 50 MLB Slugfest 20-04
- 51 High Heat: Major League Baseball 2004/NBA Street Vol. 2
- 52 Tao Feng: Fist of the Lotus
- 52 UFC Tapout 2

## 54 FEATURES

- 54 Readers' Choice Awards
- 58 Tomb Raider: The Angel of Darkness — The Real Story
- 66 Japan Yourself!

## 70 STRATEGY NOW

- 70 Pokémon Ruby & Sapphire
- 76 Indiana Jones and the Emperor's Tomb
- 84 Play Ball!!

## 89 TRICKS NOW

## 104 FAN CLUB

## 109 NEXT MONTH

14 | Color Quest



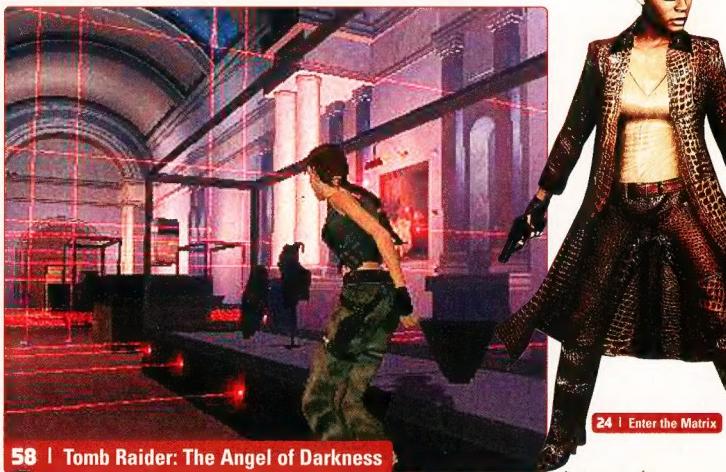
29 | The Hulk



30 | Sonic Adventure DX



20 | Castlevania: Aria of Sorrow



58 | Tomb Raider: The Angel of Darkness



84 | Play Ball!!



76 | Indiana Jones



70 | Pokémon Ruby & Sapphire



42 | Ikaruga

GAME OF THE MONTH

HIGH  
ENERGY  
PUZZLE  
PERFECTION



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— Game Pro

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# EDITOR'S NOTE

## Why are games late?

I get pretty miffed when certain games slip month after month, mainly because I'm impatient and want to play them now. Besides, games that miss their dates wreak havoc on *GameNOW's* preview format. Poor Ethan has to work especially hard to make sure all the games in May's Hot 10 are actually shipping in May. Ugh.

So, why are some games late? I think the top two reasons are: 1) Publishers announce games and ship dates sooner than they should, and 2) design teams bite off more than they can chew.

It's easy to say companies should wait until they know for certain when a game will ship before making announcements. But that's a slippery slope: Publishers count on building a game's buzz, so the earlier they can announce it, the better. And design teams often truly believe they can hit their dates. Poor planning?

Overoptimism? Pressure from the company suits? Probably some of each. You and I know the consequences of games being late: We stop caring. And then any momentum the game had is squelched because of poor timing.

*Tomb Raider* is the latest of the late. It was originally scheduled to ship last fall, then in February, and then...? Even we're not sure anymore—and we've played it! But we still care. Check out Ethan's look at Lara & Co. on page 58.

### READERS' CHOICE

Thanks to the thousands of you who voted on your fave games of 2002. Carrie had such a fun time recording the results, didn't you Carrie? Oh, that's right—she's not speaking to me. But you, noble readers, did speak. Find out what you had to say on page 54. Until next month,

—Tom



## MEET THE EDITORS



### TOM BYRON

#### Editor-in-Chief

Tom has been playing the heck out of *Golden Sun*, because he really loves the GBA SP—that light makes ALL the difference. Why didn't Nintendo do this 10 years ago? Could have, the moobs.



### CARRIE SHEPHERD

#### Managing Editor

Carrie had the best time ever counting all the Readers' Choice ballots that came in. Counting is her specialty! That's why she went into Journalism, because of all the MATH involved.



### PHIL THEOBALD

#### Reviews Editor

Now that Phil's been on CNN for *GameNOW*, he's looking to break into film. Here he is talking to a big-time movie star about starring in an upcoming movie.



### ETHAN EINHORN

#### Previews Editor

Ethan's revved up for E3, where his biggest questions will finally be answered: Will *FX3* come out in the U.S.? What are Rare's new Xbox games gonna look like? And most important: Will *Angel of Darkness* be delayed yet again?



### SUSHI-X

#### Editor

Was Sushi-X in Japan this month? Well, all we know for sure was that he dropped some knowledge in our feature (see page 66), but he might just have been there before. Do you have any photographic evidence?



### MIGUEL LOPEZ

#### Strategy Editor

If there's one thing you can count on Miguel for, it's that he'll suppress your pain like aspirin. He's also got your back, but reminds you that you'd best watch your front.



### ANDREW BURWELL

#### Senior Art Director

Andrew's overwhelmed with PC games right now. Between *C/C Generals* and *Freelancer*, his consoles are getting no love. The *Splinter Cell* update that just came out on Xbox Live might be enough to bring him back.



### NICOLE TANNER

#### Associate Art Director

All this Lara talk has made Nicole sick. Lara Schmarral. Nicole could take on the tomb raider any time, any place. And all of Nicole's "features" are 100 percent real, if you know what we mean.



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# LIGHTS.....CAMERA.....ATTACK!!!

"There's action! There's suspense! There's no MSG!"  
— Chad

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it's real and not imaginary."  
— Drew

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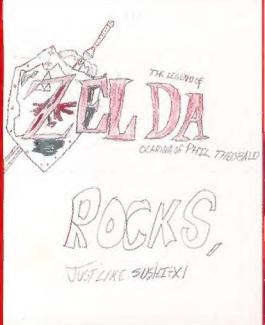


# RANTS & RAVES

Lonely editors seek validation. We love mail!

## GAMENOW

### LETTER OF THE MONTH



#### O&A

On my *Animal Crossing* file (Namek with Goku), how come the houses are different colors? At first I thought there were only pink and blue houses, but today I saw that Aziz the Lion has a gold house! Plus, my friend Steven and I argue over whether the "Melee" in *Super Smash Bros. Melee* is pronounced "Maylay" or "Meelee." I think it is pronounced "Maylay." And in Issue #17, Micky says the name changed to *GameNOW*, so what was your old name?

PS.: Carrie, just to tell you, I HATE ALL MONKEYS. Keep the zings coming.

Jacob Royal  
Cumming, GA

**Pink and gold houses? Maybe you need to adjust the color on your TV.** On *Animal Crossing*'s map screen, you'll notice that houses above your town's cliff are blue, and those below the cliff are purple. It's just a visual clue as to the elevation of the houses. And haven't you and Steven heard of a thing called a dictionary? Not only does this video game book provide correct spellings and definitions of words, it also has a pronunciation key. Here's a cool thing: Go to [www.m-w.com](http://www.m-w.com), type in "melee," and hit the megaphone icon. If your computer has sound, you'll hear the pronunciation! (Actually, only Steven needs to do this—because he's wrong.) Finally, *GameNOW* was formerly *Expert Gamer*. And before that, it was *EGM2 Now*. We have a question for YOU: How did you know Phil had an ocarina?

#### BANJO-KA-BLOOIE

I hoped it wouldn't come to this. I just picked up the March 2003 issue of *GameNOW* and found a decently accurate ranking of the best *Mario* games, past and present. The list isn't my complaint—it's the cheap remark stating the inferiority of *Banjo-Kazooie* to *Mario* 64. What are you thinking?



*Banjo-Kazooie* was absolutely amazing, and way more amazing AND fun and rewarding than *Mario* 64. Don't get me wrong, *Mario* 64 is a great game, but it's time to face reality, people. Rare pulled off a far better game when it made *Banjo-Kazooie*. It's time to think beyond the popularity of franchise characters like Mario and accept games for what they are.

Bob Rutan  
Auburn, NY

Oh yeah, the game that introduced the world to Rare's ultradotious scavenger-hunt style of gameplay is better than one of the best action/platformers ever made. Right. Seriously, did you have fun running through the same levels about a thousand times, trying to find all the Mumbos, Jingos, Fizzle-Flobbles, and Glip-A-Dee-Doops? At least when you repeated a stage in *Mario* 64, you explored new areas and pulled off new techniques to reach a goal. It wasn't just a matter of, "Duh-huk! Now we gotta find all the Beeple-Weeplets!" And don't even get us started on what lame characters Banjo and Kazooie are. Puh-lease. Give us good of *Mario* any day. Him and his game, that is—you know, fun and not just prettier.

#### SOCOM OBSESSION

I was wondering what you thought about that game *SOCOM: U.S. Navy SEALs*. I also want a response about what the others think about it, because I've read so many reviews from so many of your magazines and I've never seen anyone say anything about *SOCOM*. Someone told me that the letters were actually written by the writers of the magazine and that no one would ever get their letter in a magazine. I just want a response to this e-mail. Oh, I have an extra question: Wasn't the *SOCOM* a gun in *Metal Gear Solid 1* and *2*? Well, I gotta stop the letter here, and I hope that maybe it will be published in one of your magazines.

David Kast  
[maniacman2030@yahoo.com](mailto:maniacman2030@yahoo.com)

First off, you must have missed our review of *SOCOM* back in *GN* #11. Were you living in a cave last fall? There was a lot of buzz about the game. We gave it an A. Second, our letters really are from real people. We just couldn't make up some of the stuff you guys come up with. And yes, *SOCOM*—military lingo for Special Operations Command—was part of a weapon name in *Metal Gear Solid*.

#### THREE QUESTIONS

I have three questions. My first is, your magazine rocks. Second, is Konami coming out with any more games for *Yu-Gi-Oh!*? My final is on *Dead Or Alive: Xtreme Beach Volleyball*: My uncle says there is a nude

code. Is there? If so, please post it. Thanks.  
Name withheld  
[mdrr@c2i.com](mailto:mdrr@c2i.com)

**First: Your magazine rocks."** is not a question. It's what we English speakers call a declarative sentence; it's not asking anything. **Second**, you can bet that as long as people keep buying them, Konami will keep churning out *Yu-Gi-Oh!* games. Konami,

games. Konami, I was seeing money. The latest announced was *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel* for Game Boy Advance, which should be out April 15. Third, we've been sworn to secrecy regarding any nude codes.

#### GRAPHICS: OVERRATED?

One thing you see with today's games is that most of them have extremely detailed graphics, sound, etc. Of course, the games can be very entertaining, but sometimes they aren't as long as you want them to be, and I think some people pay too much attention to graphics. Something I would like to see is a game with 16-bit graphics, like on SNES, that's on a disc like on GC, PS2, and Xbox. That way, the graphics don't take up so much room on a disc, and there is room for plenty of other stuff, like more story line, speech, or whatever. Let's say there were two *Zelda* games—one has amazing graphics and sound and the other has SNES-style graphics but is extremely long. Which game would you guys choose?

Kyle Victor  
[kyledx@hotmail.com](mailto:kyledx@hotmail.com)

We'd choose whichever game was more FUN. When you get right down to it, it doesn't matter how great the graphics sound are—or how long the game is—if it's not fun to play. And anyway, Kyle, today's DVDs have plenty of room for great sound, graphics, and everything else.



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**MARIO MIX-UP?**

Now, I know you guys have always been committed to giving people the best and most accurate information. Ever since you were *EGM2* and then *Expert Gamer*, you have always given perfectly accurate information. But in your most recent issue (#17, March), in the Top 10 Mario-Centric Games section, you have made a gross oversight that fills me with rage against the human race. No. 2 is *Super Mario World*, which says, "You can't go wrong with the game that introduced the world to Yoshi." Contrary to popular belief, this game DID NOT introduce the world to Yoshi. If I am correct, the game *Yoshi* introduced the world to Yoshi. It was for NES, and you played as Mario. You had to manipulate columns of goombas and koopas, and if you made an egg, a Yoshi hatched out of it....so yeah.

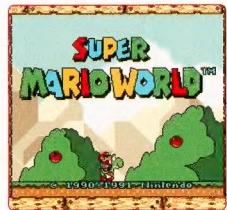
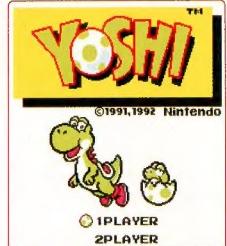
Noah Rabinovitch

[noharebinovitch@hotmail.com](mailto:noharebinovitch@hotmail.com)

Well, Noah, contrary to popular belief, you really ARE a bonehead. Everyone knows that Yoshi debuted in *Super Mario World*. That was one of the game's big selling points. Need a little more evidence? *Super Mario World* for Super NES was first released in Japan in November 1990. That game, of course, featured Yoshi. The game we know as Yoshi (it's called *Yoshi no Tamago* or *Yoshi's Egg* in Japan, and *Mario & Yoshi* in Europe) first came out in Japan for Famicom (the Japanese NES) and Game Boy more than a year later, in December 1991. Need even more proof? Check out the screenshots (above right) of the two games' Title screens. See the copyright dates on each shot? The first date is when the game came out in Japan, and the second date is the U.S. release date. See how *Super Mario World's* release date is a year before *Yoshi's*? Are you getting this? Are you putting two and two together? Yoshi debuted in *Super Mario World*...so yeah.

**EGOCENTRIC MUCH?**

How come the Letter Art winner always references your



mag? Like in Issue #15, the winner is a picture of the Golden Gate Bridge with the caption "GameNOW San Francisco." Another is in Issue #9, where the winner is a picture of former Editor-in-Chief Dan Leahy. And another thing: Here is a message for those of you who think GameNOW is too short. If it didn't have enough pages, then why did you pay for it?

P.S. What if Peach kicked Mario in the crotch and he could never enlarge by eating mushrooms?

Bryan Zuber  
Address withheld

Umm, that's just two issues out of 19, so that hardly qualifies as "always." All we can say is that we pick the art that most appeals to us. We can't help it if some of our readers inject some GameNOW logos or whatnot into their creations.

**VICE CITY TIP**

When I read your strategy for *Grand Theft Auto: Vice City*, I noticed you forgot to mention something I found very useful for getting into the air base.

Before you go there, stop by the police station near the Malibu Club and get the police uniform that's in the locker room. Then go to the air base. As long as you are wearing the police uniform and don't have any Wanted stars, you will be able to get into the base without anyone shooting at you. I just thought you and your readers would want to know this. Also, your mag rules. I've been reading it since August 1999, and it's the best mag out there.

Daniel G.  
[Legolas22@cs.com](mailto:Legolas22@cs.com)

Thanks!

**STRATEGIES: MORE BEEF PLEASE**

First of all, your mag rocks!!! It's the only magazine I subscribe to, and I'm loving it. I have been subscribing for three years now, and I have seen it go from *Expert Gamer* to *GameNOW*. I love all your previews and reviews, but the strategies in *GameNOW* look as though they have been cut down in size. In *Expert Gamer*, your strategies were totally mind-blowing, with tons of detailed maps and expert strategies. You started getting your edge in the issue with the 12-page *GTA: Vice City* blowout. But in that same issue, you also included three strategies that were only three pages long—meaning one page per game! Why is it that you focus much more on reviews and previews than on strategies?

Simon  
[Busteduprim1011@aol.com](mailto:Busteduprim1011@aol.com)

Wait a minute, Simon. We're already devoting more than half of our pages to strategies and tricks, and to do more than that would mean cutting out the reviews and reviews you say you love. Then you'd write and complain about THAT. But never fear: In the future, we'll have more blowouts along the lines of the *Vice City* guide (did you see our *Wind Waker* guide last month by the same venerable team of Jim Mazurek and Mike Vallas?), so stay tuned.

# OddBall Letter of the Month

**LITTLE LINK HATER**

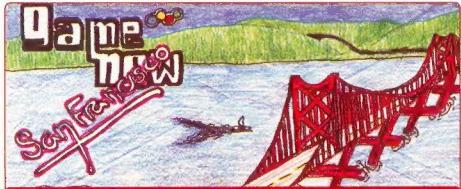
How dare you criticize serious RPG gamers for disliking *Zelda* on GameCube! First, Link's new look makes him look like a stupid bobbing-head doll at a cheap novelty store. Second, the graphics are too cheesy for that system—it doesn't show any justice to its N64 cousin. Third, he's an only child, for crying out loud! Fourth, that sick joke about featuring him in *Soul Calibur II* really blows! Fifth, whoever wrote March's "Hot or Not" needs to get his eyes checked, because *The Legend of Zelda: The Wind Waker* should be in the Not area and the Little Link Haters should be in the Hot area.

Finally, serious RPG gamers who took advantage of the offer to reserve *The Wind Waker* did it just so they could get *Ocarina of Time*. They probably mailed *Wind Waker* back to Nintendo with a note saying: Take this stupid game and shove it!

Skye Beltz  
Philadelphia, PA

Skye, hate. Less with the hate and more with the love. If you can't handle a graphical change to Link, you're gonna miss out on one of the best games of 2003. Trust us.

And if you think the news that Link will appear in *Soul Calibur II* is a sick joke, why not check on Namco's website: [www.namco.com/games/soulcalibur2.html](http://www.namco.com/games/soulcalibur2.html)? Since you like Link's *Ocarina of Time* look, you should be happy you'll get to see it again in a new game. What's your problem? Can't you accept Link in any form in any game except *Ocarina of Time*? Are you going to get *Ocarina of Time* for GameCube so you can just keep playing *Ocarina of Time* forever, ignoring a brand-new critically acclaimed game? I mean, we love *Ocarina*, too, but you seem a little insane to us.



Reader Turner Burney showed some *GameNOW* love back in our January issue—and won first place in our Letter Art contest. Hmmm...coincidence?

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CONTENTS Rated E for Everyone  
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## WHAT'S YOUR FAVORITE VIDEOGAME SONG EVER?

**Solid\_Dave**

Posted On 02/17/03

"One Winged Angel" -Final Fantasy 7

The theme from *MGS2*- "Eyes On Me" -Final Fantasy 8**Floyd The Hippo**

Posted On 02/17/03

I liked the opening song in *FFX* and *Otherworld* (the rock song when you fight Braska's final aeroh...).**dot\_midi**

Posted On 02/17/03

The intro for *Dead or Alive 2***Matt1GNO**

Posted On 02/17/03

I... just died in your arms tonight! It must have been somethin' ya said! 'cause I just died in your arms tonight, whoaaaa...

**I Just Died In Your Arms**

The Cutting Crew

GTA: Vice City

**eVIL\_STRIKE2**

Posted On 02/18/03

"Birthday Cake" on *JSRF*  
By: Cibo Matto**schickler**

Posted On 02/18/03

Any of the *Legend of Zelda* songs are awesome. I also enjoyed the "Concept of Love" on *Jet Set Radio Future*.**dragontron**

Posted On 02/18/03

The theme song to *MGS2* and the pop song from *Conker's Bad Fur Day*.**AbeTheMudokon**

Posted On 02/18/03

The *Mario Bros.* theme.

happened—it didn't come out in the United States, due to the evil tyrant Bill Gates. So, let's get down to my question: I was wondering if there was any chance of *Shenmue II* coming out for the PS2 or the GameCube, because I own both systems and there is no chance in hell I will ever purchase an Xbox. And now, on to all the stereotypical writings of my fellow readers: "Your mag rocks," "Bring Aerus back to life," blah blah blah.

PS. Sorry about going off on Bill Gates and Xbox—he just really pissed me off. Also, your magazine is well written.

Steve Ayala  
Fresno, CA

- A) Did Phil's goats go on a rampage and decimate an entire month's work?
- B) Having Phil signed on way back when... =)
- C) The fact that quality workers were fired instead of Phil ^.^?
- D) All of the above?
- E) Me sending you this e-mail? or
- F) None of the above?

Keep up the good work, guys (with the exception of Phil, who still don't know jack about *Paper Mario* if he thinks the Goomba thing is better than the paratroopa), and YOUR MAG ROCKS! Well, it actually kicks major azz. If you skip over Phil's reviews, that is.

(Phil, I don't really hate you—I just want to make fun of you because I can, and I hate goats. Now burn me, all you editors! I welcome it!)

Justyn Dark  
justyndark@webtv.net

Hmm...as a magazine, the worst thing so far was when Phil and Ethan landed in San Francisco and found out they, with Carrie and Andrew, had two weeks to build Issue #13 from scratch—with no editor-in-chief. That was fun. Since then, it's been smooth sailing. Sort of.

Oh...and Phil knows plenty about *Paper Mario*. The *Paper Mario* strategy guide you're referring to was written by one of the "quality workers" who's no longer here, not by Phil.

## HATES GATES

Perhaps the people on your staff are unbiased, but I am not. I'll just come out and say it: I loathe the Xbox. I wish Bill Gates had never tried to fatten his pockets by extending his reach into the videogame console area. Now, you may wonder when my rage was incarnated. Well, I don't remember the date exactly; all I know is that I was eagerly awaiting the arrival of *Shenmue II* for Dreamcast. I was glad *Expert Gamer* reassured me that *Shenmue II* was coming out for Dreamcast in just a few months. Then the unthinkable

## WRITE US!

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Got it? Good.

Guess what, Steve: If you want to play *Shenmue II*—which, according to Ethan, is the best game ever (though keep in mind that he also likes Britney Spears—for her music!)—then you need to help line Uncle Bill's pockets with more of the green stuff. Although, in *Shenmue II's* case, Microsoft undoubtedly took a loss, because the game was insanely expensive to make and didn't sell well. That's pretty much a sure sign you won't see it on any other platform. But maybe you could borrow an Xbox from one of your less hate-filled friends.

## WORST THING EVER

What's the worst thing that's ever happened to you guys?

## SEEKING SATISFACTION

First, let me say you've got a great magazine—none of that fluff, just games. Anyway, my friend and I have been playing games since we were about 3 years old. I've been playing a lot of games, and I haven't been satisfied. My friend and I have been beating games within three to four days max (except *Final Fantasy X* and *Grand Theft Auto III*). I was wondering if you guys could give me a list of the hardest games you've played, so I can work on them.

P.S. I've got an SNES, Sega Genesis, N64, PS1, and PS2, and I am getting either an Xbox or a GameCube, depending on which has better games.

Scott "Cheo" Chacon  
Astoria, OR

How about *Ghost Recon* on Elite difficulty (for GC, PS2, Xbox)? For PS2, try *Shinobi* and *Contra: Shattered Soldier*. If you get an Xbox, try *Halo* on Legendary. If you get a GameCube, try collecting all 12 shives in *Super Mario Sunshine*. But here's our best advice: Get online and play other people. It's way harder than beating your way through the levels of a single-player game.



## DORK TALK

I am 12, and I think your mag rocks. The only reason I found your mag is because I was walking around Barnes and Noble and I saw it, and I thought it was the best mag out of all of them. I'm a big *Star Wars* fan, and I think you need a *Star Wars* corner. And if you make one, it should be about the games. I know my fellow dorks and I would like that.

P.S. You should measure Lara Croft's bra. Please!!!!!!

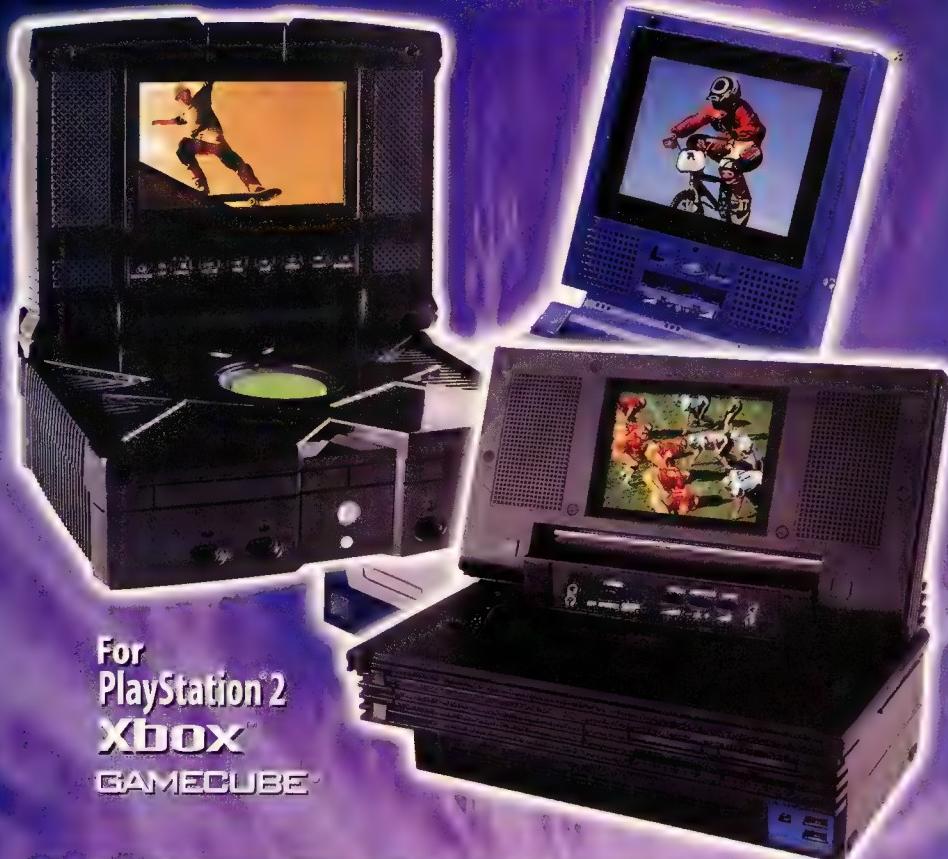
John Eric Porter  
Nashville, TN

Well, John Eric, we don't know whether or not to be flattered that you prefer *GameNOW* to all other mags, since you are a self-described dork. But we are glad you like it, and rest assured, we will cover upcoming *Star Wars* games as soon as we get our hands on 'em. BTW, we have Lara's bra here at *GameNOW* headquarters, and while we don't technically know the size, Tom's head does fit into one of the cups.



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# GALLERY

## Color Quest

When we first played Color Quest, we were intrigued by the game's ability to let you create just about any type of creature you'd like to take into battle. It's rare that a video game gives you as much freedom to express your creativity. Of course, creating your own Doodles can be somewhat daunting, especially if you're not artistically inclined. That's why we're gonna take you by the hand and show you what kind of crazy stuff you can create as you get deeper into the game.



Obviously, you'll need your doodle to look impressive to knock them down. You can do this by adding more colors and interesting textures. Just remember to keep it simple.

### Doodle Showcase



Obviously, you'll need your doodle to look impressive to knock them down. You can do this by adding more colors and interesting textures. Just remember to keep it simple.

# Doodle Showcase



Design

Pikachu

342/776  
76/100  
100/100

57520

magic: Magic Curse ?

Faint 1



# NEWS NOW

Tidbits and info you need to know

## DAVE MIRRA SUES ACCLAIM

### BMX XXX sparks more controversy

We all knew somebody was going to get upset when Acclaim released the risqué extreme sports title *BMX XXX*. But nobody could have guessed it would be professional BMX rider and former selfsame brand champion Dave Mirra. Although he canceled plans to appear in the game, Mirra alleges his name and image were improperly used to promote the product and is seeking \$21 million in compensation. Hey, that's more than the game actually made.



## HOST RECON X-PANSION

### Ubi Soft announces first-ever Xbox expansion disk

It's a first for Xbox: Ubi Soft is cranking away on a standalone campaign disk for *Tom Clancy's Ghost Recon*. While a copy of the original game won't be

required in order to play, those who purchase the package will gain access to future content, such as new missions and maps, via Xbox Live. Featured

on the disk are conversions of *Ghost Recon: Island Thunder* and *Desert Siege*'s campaigns from the PC, plus a dozen multiplayer scenarios.



## COMING SOON: MORE GAME-BASED MOVIES

### Film versions of Driver, Hitman planned

Imagineering recently announced a forthcoming movie based on its critically acclaimed *Driver*. Film and television rights have been optioned to Germany's Constantin Film, which will begin production this year with Paul W.S. Anderson (*Resident Evil*) directing. Publisher Eidos is currently negotiating with various Hollywood studios to bring *Hitman* to the silver screen. Rumors that Paramount (the studio that produced the *Jurassic Park* movies) may secure these rights are unconfirmed, at press time.

## SINGLE-PLAYER PC WOLFENSTEIN NIXED

### Multiplayer expansion to ship as freeware

In an unusual move, Software and Activision will bypass retail and release *Return to Castle Wolfenstein: Enemy Territory* as freeware. According to a recent press release, the retail version was cancelled because the single-player portion wasn't shaping up as hoped. Work on the multiplayer code, which both companies seem pleased with, will forge ahead and be released as a free downloadable expansion in the coming months.



# Dark Cloud 2

Take the first step in the sequel to one of the most epic quests ever: Dark Cloud 2. Create weapons. Invent gadgets. Restore the future by rebuilding the past with an enhanced Georama system that puts the fate of the world in your hands. Customize homes, surroundings and towns with virtually infinite possibilities, then see how they affect the future. But beware: Every action has a consequence.

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# SAM FISHER RETURNS

**Splinter Cell arrives on GameCube, Game Boy Advance**



Finally, Nintendo fans are getting *Splinter Cell* in May, complete with a bunch of new features. Connecting a GBA to your GameCube will unlock a new weapon (the sticky bomb), and it'll let you use the GBA's screen as a second OPSAT radar.

Additionally, when you complete the GameCube adventure, you'll unlock five bonus missions in the GBA version.



As this issue goes to press, the Kola Cell mission has just become available for download on Xbox Live. We played



through it, and were amazed (yet again) by the stunning visuals on display. They are a tough series of levels, capable of

challenging anyone who's beaten the retail game. Ubi Soft has hinted that we'll be seeing more updates on a regular basis.

## GAME BOY CREATOR HONORED

**Gunpei Yokoi receives IGDA award**

When you hear "Game Boy," Gunpei Yokoi, you don't immediately think of one of the great names of gaming. But as the creator of Game Boy, Yokoi's contribution have been immense. On March 6, Yokoi, a longtime Nintendo employee who died two years ago, received a lifetime achievement award from the International Game Developers Association. Accepting the award on behalf of Yokoi's family, he said that "although a gamer's life is fleeting, one's legacy—and high—will always live on."

## EA CONNECTS WITH NINTENDO

**Company confirms long-term GameCube commitment**



Electronic Arts, the world's largest third-party game publisher, has unveiled plans to release 20 GameCube titles within the coming year, all of which will support connectivity between said system and Game Boy Advance. Among the first products to include these features are *Madden NFL 2004*, *FIFA 2004*, and *Tiger Woods PGA Tour 2004*.



Game Boy photo courtesy of Nintendo of America

## THIS JUST IN...

### NEW METROID IN THE WORKS

Nintendo has stated plans for a *Metroid Prime* follow-up, with Rock Studio returning as developer. A release date was not available at press time.



### GATES LEAKS ON XBOX 2

Microsoft head Bill Gates recently revealed that Xbox 2 will feature digital media capabilities, as in video and photo editing. It's also expected to have enhanced Internet capabilities. More details as they come.

# GO FIGURE

**StarCraft, WarCraft, and  
Diablo action toys announced**

Blizzard announced plans for its new line of action figures. A fresh series of *StarCraft* and *Diablo*-themed toys will make an appearance, with *WarCraft* (the lucky duck) receiving two series of treatments. These plastic wonders, developed in conjunction with manufacturing and distribution



partner Toycom, are expected to retail between \$11.99 and \$12.99

## CRAVE GOES BUDGET

**Publisher to focus on value market**

Publisher Crave Entertainment has revealed plans to shed prior acquisitions and focus solely on the value-priced software market. This means the *Beyblade* maker expects demand for videogames priced at \$19.99 and under to grow, and will plan future

product lineups described as being of the mass market variety, according to Crave's CEO, Steve Saylor. Considering Crave already funded *Mace Griffin: Bounty Hunter* to Vivendi Universal and *JRC Raport 2* to THQ Mediactive, it's a move you might have seen coming.

# VEGAS, BABY

**Classic Gaming Expo set for August**

The Sixth Annual Classic Gaming Expo is hitting Las Vegas on August 9 and 10 at Jackie Gaughan's Plaza Hotel & Casino. Open to the public, show goers can peruse stacks of antiquated gaming hardware and Atari 2600 sew-on patches, plus attend speaker panels,



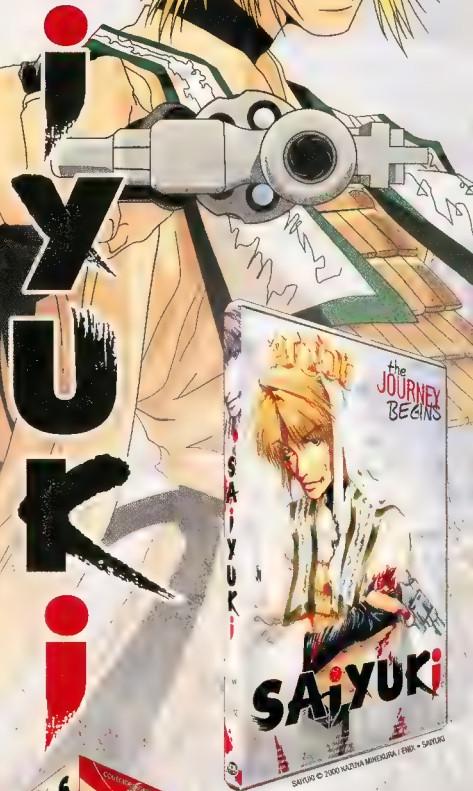
exhibits, and presentations. Truly intrepid geeks may also partake of a special historical museum designed to showcase rare and influential videogame hardware and software...but please, try to refrain from stealing that autographed copy of *Centipede*.

## HALO 2 TO SHIP IN 2004

Halo creator Bungie recently announced that *Halo 2* would ship in 2004, not at the end of this year as reported earlier. That makes us...



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# MAY HOT 10

Previews of the 10 hottest games scheduled for release in May



## CASTLEVANIA: ARIA OF SORROW

Publisher: Konami  
Developer: Kojima  
Also On: Game Boy Advance  
Genre: Action/Adventure



### WHAT'S IT ABOUT?

According to Konami chronology, Dracula finally bit the dust in 1999. A bold gang of adventurers did him in, and they managed to trap his castle in a solar eclipse so he could never be resurrected again. That's all well and good...provided nobody gets sucked into said eclipse. But that's exactly what happens in the year 2035 when Soma Cruz—a young *Metal Gear Solid* 2 Raiden wannabe—finds himself in the wrong place at the wrong time.

### WHY'S IT COOL?

It's *Castlevania*, and it's in 2D. Need we say more? The last two installments of the series on Game Boy Advance were terrific, and the brief hands-on



This game is flat-out gorgeous. Just look at all the detail! Animated backgrounds + huge enemies = wow.

we got with this one left us breathless. The animation is beautiful, the bosses are enormous, the level designs are clever, and the new power-up system is sheer genius: Soma, the hero, can absorb the abilities of his vanquished foes. That's right, all of them, from the giant ax-wielding maniacs to those irritating crows.

### SHOULD WE WORRY?

Depends on whether you believe it's possible to have too much of a good thing. Used to be we'd get a new *Castlevania*

once every blue moon, but these annual releases almost make you take the series for granted. Not that we're complaining, though.

### BOTTOM LINE

You gotta jump on this one when it comes out. Konami has crafted a series that stands as GBA's best, and now that GBA SP is out, you won't have to worry about straining your eyes to see the dark backgrounds. Furthermore, we can't think of a better game to break in your new GameCube Game Boy Player. Whether you're playing on a TV screen or on the go, this is the kind of title that will hold you in its thrall till you've finished the adventure, just like *Circle of the Moon* and *Harmony of Dissonance* did.



**STEAL YOUR ENEMIES' POWERS!**

Aria of Sorrow's coolest addition is the ability to absorb your enemies' powers. How does it work? Well, you kill a bad guy, and his essence seeps out of his body. If you grab it, you gain a new skill!

**AXE ARMOR**

Kill one of these armored goons and you'll get an ax you can use like a boomerang.

**BAT**

Bat essence gives Soma the ability to damage enemies with a circular sonar blast.

**BLUE CROW**

This one works like a homing missile; it's accurate, but not very damaging.

**KILLER FISH**

Your best bet for taking out underwater enemies; these are like projectile piranhas.

**MERMAN**

Soma's take on a Super Soaker, this skill allows you to shoot potent blasts of concentrated water.

**RED MINOTAUR**

One of the cooler-looking skills, this ability lets Soma swing an enormous ax that fills the entire screen.

**SKELETON**

Throw bones at enemies. Pretty useless, but remember, every enemy will give you a skill, including the ultraweak skeletons.

**TINY DEVIL**

Throw light shards that have the potency of razor blades at foes.

**WINGED SKELETON**

The first skill you get—it allows you to throw spears.

**DEMON**

Turn into a giant demon, *Devil May Cry*-style. Cool move, but it saps your strength quickly.



# 2 RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR

Publisher [Interplay](#)  
Developer [Nerve Software](#)  
Also On [Xbox](#)  
Genre [Action](#)



## WHAT'S IT ABOUT?

You're B.J. Blazkowicz, an American Army ranger on a mission to stop evil...Nazi evil. Those darn guys have their arms entrenched in everything from the occult to zombies to genetically enhanced mechanical supermutants. You've been recruited on a top-secret mission to infiltrate the Nazi stronghold at Castle Wolfenstein, learn what they're up to, and put a stop to it.

## WHY'S IT COOL?

Oh, where to begin.... Not only does *RTCW: TOW* include the entire *RTCW* PC version's campaign, but Nerve Software has also decided to bring you some help in the form of Agent One. That's right, you won't have to storm that Nazi stronghold by your itsy-bitsy self. Nerve's added co-op play! So, how does one introduce a second main character to the story line? By adding an entirely new prologue campaign that fills out the backstory and introduces you to your new buddy, Agent One! How about new weapons? Yep, they're in there. New enemies? Got that, too. New superpowerful bonus items? Oh yeah! We've got the Holy Cross, which is useful against the undead; the X-Shield, which is a



tesla-based lightning shield; and an EMP device, which will knock out any mechanical Nazi foes.

So, what else could make this game cool? How about the most kick-ass multiplayer experience yet to grace Xbox (check out the sidebar on



next page)? Xbox Live and System Link can support up to 16 players with voice communication. There'll also be some new multiplayer maps (for a total of 16), with the possibility of some exclusive Xbox Live content in the future. And all this awesome content will be fully

Dolby Digital 5.1 and HDTV enhanced! Drool

## SHOULD WE WORRY?

Nah, Nerve's got ya covered in this game. Loads of fun will be had by all.

## BOTTOM LINE

Throughout the past year, *RTCW* has kept us glued to our PCs. This new version's co-op-enhanced single-player experience and sweet Xbox Live multiplayer content will keep us glued to our Xbox for the next. It's a blessing in disguise that *Halo 2* has been delayed until 2004 because we'll all be busy playing *RTCW: TOW*. Yee haw!



# CLASS-BASED MULTIPLAYER: HERE'S WHY YOU'RE GOING TO LOVE IT....



## WHAT IT'S ABOUT

Multiplayer consists of several game types. You compete on teams with up to eight people, each containing your choice of any of the four classes listed below. You'll face objectives like breaching a sea wall to obtain stolen documents, or advancing to capture and hold bunker points throughout a level (see above). One game type even limits you to just one life. Luckily, Xbox Live voice support enables coordinated teams to gain that coveted win.



### SOLDIER

Soldiers begin with your choice of three weapons that you'll carry throughout the multiplayer mission. Choose from the Sten (silenced submachine gun), Mauser, shotgun, Panzerfaust (rocket launcher), Venom (minigun), and the flamethrower. The latter three will slow you down, so choose wisely.

### MEDIC

The medic class rules. While you don't pack a lot of firepower, you will have a pistol and a pair of grenades. More important, you'll be carrying a syringe to revive fallen teammates and droppable health packs that can heal anyone who's hurt. Check out the screenshot at the top of the page.

### LIEUTENANT

Lieutenants carry a similar load as medics. However, they pack the power to destroy rather than heal! Using smoke grenades, you call in air strikes against the enemy, and can drop ammo packs to refill your team's guns (similar to the medic's health packs), plus use binoculars to spy on the enemy.

### ENGINEER

Engineers take the standard load out (but have eight grenades), with the option to wield a shotgun. They also carry dynamite, which can be used to destroy key blockades, walls, or enemy equipment. Likewise, they carry pliers that enable them to disarm enemy-deployed dynamite.

# 3 ENTER THE MATRIX



## WHAT'S IT ABOUT?



Think of the coolest sci-fi movie you've seen in the last five years. Now, imagine making a game out of it. That's Shiny's enviable job for *Enter the Matrix*. From what we've seen so far, expect to see many movie elements—bullet-time, mad kung fu, guns, and cool suits—complemented by exclusive off-screen happenings, with missions taking place between imagine it as a game of "meanwhiles."



## WHY'S IT COOL?

Besides a chance to be part of *The Matrix*, it's interesting to see how tightly integrated the game is with the film. The Wachowskis brothers (the film's directors) wrote a 244-page script for the game, and they filmed many game-exclusive scenes along with the movie. Besides all the fun melee and gun combat, it's cool to see key events referred to in the movie appear exclusively in the game.

## SHOULD WE WORRY?

Well, it's being developed by Shiny Entertainment, and while the company has produced great games like *Earthworm Jim* and *Sacrifice*, it also made *Messiah*. And we're sure fans



*the scene, following it to create almost exact replicas for the game's levels.*

will be disappointed they can't play as Neo, Morpheus, or Trinity; no matter how you spin it, you still play as second-stringers. The game's combat portion looks slick, but the driving and hovercraft sequences don't seem as hot.

## BOTTOM LINE

A solid game could redeem Shiny's spotty track record. Most licensed games tack on movie tie-ins as either background text or stupid cut-scenes, but *Enter the Matrix*'s exclusive film footage and the Wachowskis' tightly integrated story show promise. At the very least, it will be fun for *Matrix* heads to watch, and it could turn out to be one of the best-ever movie-licensed games released.



**COMBAT**

Enter the *Matrix* is about straightforward third-person melee combat. The main feature is Focus (the proper term for bullet-time), which lets you pull off all sorts of cool moves (like disarming enemies) during combat. Focus is finite, though; the Focus meter gets used up quickly, recharging only over time or through combat (the feature is still being tweaked). And if you're tired of punching and kicking, you can whip out a gun and shoot.

**DRIVING**

*Enter the Matrix* has some driving sequences, but they're not the focus.

Ghost, you just point and shoot

**HOVERCRAFT**

Remember those sequences in *Matrix Revolutions* where

game type where you pilot the Logos hovercraft through tunnels and shoot any sentinel you run across

**ALL ABOUT GHOST**

Ghost is the Logos' weapons-tech officer and a Zen Assassin, which is fancy speak for "cool assassin who quotes deep philosophers." He's the game's weapons master, so players who want to shoot a whole lotta guns should choose him. He also serves as the gunner during all the driving sequences.

**ALL ABOUT NIOBE**

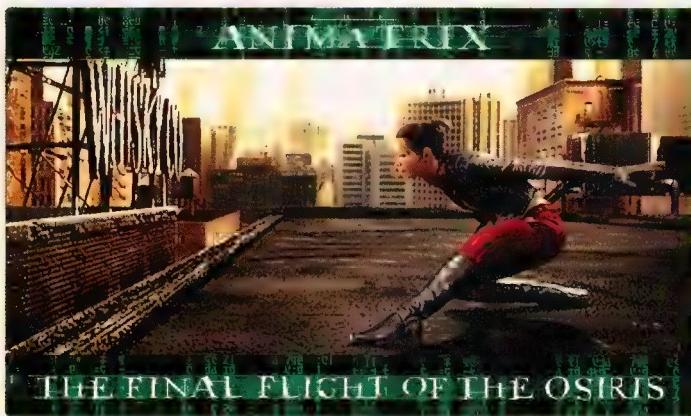
Niope, Logos' captain, focuses more on the melee side of combat since she trained with Morpheus, a pal of hers. She's also a driver, so for car chase levels, you're behind the wheel if you play as her.

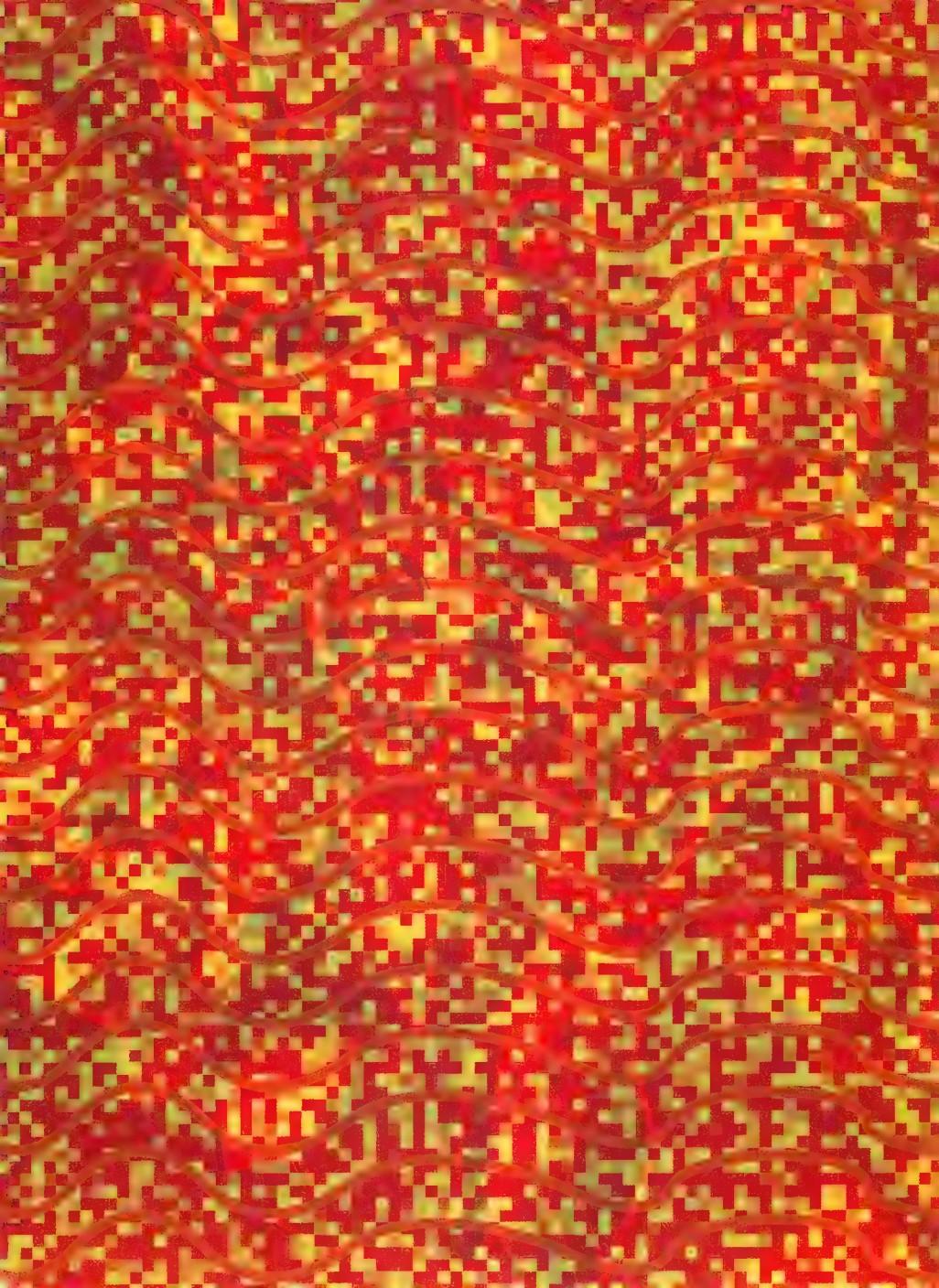
**THE ANIMATRIX**

An example of the game and movie melding: in *Final Flight of the Osiris*—a short film from the *Animatrix* anthology (available on DVD in June) currently playing in theaters with *Dreamcatcher*—you'll notice that Jue leaves a package in a mailbox. Well, one of *Enter the Matrix*'s

office where you need to track down said package, and there will be a scene in *The*

hands a package to Morpheus. Die-hard *Matrix* fans who see and play everything get a whole bunch of story as a nice reward.







4

GRAND  
THEFT AUTO:

## VICE CITY



## WHAT'S IT ABOUT?



C'mon, everyone's played this game for like a million hours on PS2 already. Basically, you're a criminal who owes the mob a whole bunch of money, and you gotta do lots of questionable stuff in order to raise it. You'll become the big don of Vice City—GTA's version of Miami—in the process, so there's definitely something in it for you, like fast cars and phat pieces of oceanfront real estate.

## WHY'S IT COOL?

Aside from having a long and detailed scenario narrating your rise to the top of the criminal world, Vice City on PS2 got props for allowing you to do all sorts of screwed-up things that would probably get



you arrested, killed, or institutionalized in real life. If you see a car you like, you can steal it. You can then ram it repeatedly into a cop car. Once 5-0 calls for backup, you can use your flaming, about-to-exp.ode car to assai, the arriving cops. There's a whole city full of stuff like this to do, complete with gangs (and their respective territories), pedestrians to attack, gun shops to visit, and much more. The level of detail is amazing. You'll totally lose yourself in it.

6#29!

Rockstar gave us a bunch of really cool screenshots for our preview, but we decided not to share them with you because they're sooo cool. Psych! Ha ha ha! Actually, the developer didn't give us any shots, so we had to use these crappy old PS2 ones! Sorry! The game probably won't look too different, though—apart from running at a slightly higher resolution than the PS2 version.

## SHOULD WE WORRY?

The PS2 version suffered from some janky shooting controls, but on the PC, that's all fixed—the mouse+look will make aiming much easier. Driving with the keyboard proves tough, but if you asked me to

Publisher: Rockstar Games  
Developer: Rockstar North  
Also On: HS2  
Genre: Action/Adventure

trade mouse+look for driving with a gamepad, I totally would.

## BOTTOM LINE

If you haven't already tried this on PS2, you should really start playing games. They're very fun these days. And once you get into them, you gotta check out Vice City in some form.



## TRY THIS

The PS version of Vice City is a bit more... er, violent than the PC version. For example, if you play GTA: Vice City on the PC, you can't shoot people in the head. It's kind of a bummer, but it's also kind of cool. So if you're looking for a more... violent game, Vice City on the PS2 is probably the way to go. Just don't expect to see many people getting shot in the head.



TOP SECRET

Okay, here's the last thing you need to know: Vice City on the PC is... well, kinda weird. If you want to experience police chases, pizza delivery, or anything along those lines, you can engage in some cash-in-business. What's secret, you ask? Well, you might not notice it at first, but there are some... um... odd things going on in the game. We can't tell you exactly what's wrong with the PC version, but there are some... uh... odd things going on. For more info, check out our review for more details.

# 5 THE HULK

Publisher  
Developer  
Also On  
Genre



## WHAT'S IT ABOUT?

What do you think a game starring the Hulk would be about—adventuring in some prissy fantasyland? Nahhh, it's about SMASHing, of course! And there's plenty of it. Through 25 levels, you smash walls, windows, gamma dogs, quasigovernmental hoodlums, and an assortment of supervillains. And when you get tired of using your fists, you can pick up anything from cars to pipes to people and start smashing all over again. Oh, it's not all smashing—there are a few slightly annoying but adequately done stealth levels in which you sneak Bruce Banner (the H-man's wimpy alter ego) around in puzzle-based play. These challenges are all of the push-boxes and pull-levers



variety, but at least they fit the game's theme.

Then it's back to the smashing. Yeah!

There's even a plot. Banner has been betrayed by his mentor, Professor Crawford (aka Ravage), who is making an army of gamma-mutated creatures to take over the world. Seems like the professor could use a good smashing.

## WHY'S IT COOL?

Seriously, the smashing aspect provides lots of mindless fun

You'll get a kick out of all the things you can do to stop—and destroy—the enemy onslaught. You'll also appreciate the tight controls and excellent hitting effects (make sure force feedback is securely on); it feels as though the Hulk is channelling through you.

The art style utilizes a cel-shading technique that gives everything a very comic-booky look and feel, and character movement is fluid with no framerate issues.

## SHOULD WE WORRY?

Not really. *The Hulk* won't win any Game of the Year awards, but that shouldn't stop you from playing it. If you're into lots of button mashing and beating the crap out of things, *The Hulk* will be your cup o' tea. The stealth levels might get tedious, but they're a good break from the smashing, which would become boring if that's all you did.



## BOTTOM LINE

Hulk game good! Hulk says buy Hulk game or Hulk smash! Uh, Hulk OK with renting, too. Hulk take chill-pill now



# 6 SONIC ADVENTURE DX

Publisher: Sega  
Developer: Sonic Team  
Also On: None  
Genre: Action



## WHAT'S IT ABOUT?



Everything old is new again, especially with *Sonic Adventure DX*. Originally titled *Sonic*

*Adventure*, this spunky, sputtering 3D action game originally saw release as a Dreamcast launch title. *DX* comes to GameCube with an improved framerate and some brand-new surprises in the form of approximately 60 new missions and unlockable goodies (such as Sega Game Gear titles). Sonic the hedgehog and his mammalian chums Knuckles, Tails, Big the Cat, and Amy are all playable characters, as is the soulless automaton E-102.

## WHY'S IT COOL?

This was Sonic's first trip into three dimensions, and it's filled with such impressive scenes as



The race oftentimes goes to he who is fleet of foot, or he who has the coolest sneakers in the land.



Sonic rushing along a series of piers while being chased by a huge killer whale. When not hunting down rings, thumping Eggman/Dr. Robotnik, or dashing madly to and fro, Sonic stepped into an entirely new role: a daddy. *Adventure* let Sonic raise and race cute little creatures called Chaos, and some people found virtual-pet raising more fun than the game itself.

Despite the Dreamcast version's flaws (including a poor camera and lackluster framerate), *Sonic Adventure* was a really fun, if really short, thrill ride. The GameCube version seems to have ironed out many of the original game's problems, and the graphical improvements are mildly impressive.

## SHOULD WE WORRY?

While it's good to see a classic game being renovated and restored on a new console, we were hoping Sega would release a sequel to *Sonic Adventure 2*. Sure, Sonic Team has some surprises in store for people who pick up *DX*, but we can't help but wonder if a few extra missions and such are worth shelling out \$40 for the game.

## BOTTOM LINE

It's Sonic in all his hedgehog glory, brought to GameCube



Want to play the game's bonus *NIGHTS* arena? You'll have to play pinball in the Casinopolis level. Drop through the top level of one machine, and then knock a pinball through the middle hole of the second machine to activate a portal.

with lots of new challenges. For people who've never experienced the Dreamcast's *Sonic Adventure*, this one may well be a must-have.



## TOP SECRET

Sega is serving up lots of secret treats in *DX*. Be on the lookout for up to a dozen hidden Game Gear games you can play on your television. Sega hasn't specified any titles yet, but we're hoping for all the portable *Sonic* titles (even *Tail's Adventure*).



# 7 RTX RED ROCK



## WHAT'S IT ABOUT?



Invasive L.E.D.s (Light-Emitting Demons) attack Earth and, after a brief conflict, flee. Then,

Earth suddenly loses contact with its Red Rock colony on Mars. Could the L.E.D.s be up to no good there? Enter Radical Tactics Expert (RTX) Major E.Z. Wheeler—basically, a one-man strike team.

## WHY'S IT COOL?

Having sustained serious injuries on a previous mission, Wheeler has a synthetic arm fitted with a taser, grappling hook, plasma cutter, and other tools. He also has a prosthetic eye that allows him to both see in the infrared and ultraviolet spectrums, and upload maps and other data.

Besides Wheeler's cool bionic powers, he has IRIS (Independent Removable Information System), a digital assistant he's programmed with a flirtatious



female personality. Kinky! Wheeler can plug IRIS into robots and other machines in order to control them. Using this device will also help you to solve puzzles and combat enemies in different ways.

Wheeler gets to use a bunch of vehicles, including an alien spaceship, and he can fly with his jetpack. Flying is cool.

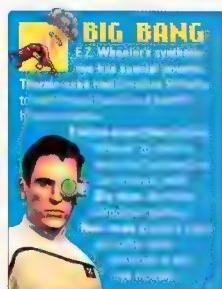
## SHOULD WE WORRY?

The version we saw had a choppy framerate, but it was an early build, and LucasArts promises to fix this problem.

Also, some of the plot devices seem familiar. We've played plenty of space-themed adventures. A bionic arm and eye? Anyone remember *The Six Million Dollar Man*?

## BOTTOM LINE

With all the gadgets on Wheeler's body, the ability to control robots with IRIS, and the various space vehicles, this could be a very deep game. Throw in IRIS' jealous nature and there could be some humorous bits, too.



Can a robot be sexy? Let us know what you think of RTX Red Rock's robotic showgirl at [Game\\_Now@ziffdavis.com](mailto:Game_Now@ziffdavis.com)

# 8 SAVAGE

Publisher: Games  
Developer: S2 Games  
Also On: None  
Genre: RTS Shooter



## WHAT'S IT ABOUT?



Happy thought of the day: We're going to nuke ourselves back to the Stone Age. It'll take three bajillion years, but the world will rebuild itself with two warring factions—man and beast—arguing for control.

Each side has different means of controlling the globe: Essentially, mankind harvests resources and rediscovers old technologies (magnetism, chemistry, etc.) to wage war on the no-goodnik beasts, which rely on nature and "magic."

## WHY'S IT COOL?

Built for online play, up to 64 people match up in *Savage* to compete in what S2 Games is calling a real-time-strategy shooter. What the heck does that mean? It means that whether you're a first-person-



shooter pro or a strategic mastermind, there's a role for you here. One person commands each team, building bases, researching technologies, harvesting resources, and giving orders to the troops from a God's-eye view. Meanwhile, the rest of the players are grunts in the field, playing from either a first- or third-person perspective while carrying out orders, kicking butt, and taking names.

To encourage teamwork and progress, kills earn experience for the ground troops and money for the commanders. But if one side's head honcho turns out to be a chump, he can be voted out of command by popular vote. If only every election worked this way.

## SHOULD WE WORRY?

RTS fans who want more control over the action might feel left out; your troops have minds of their own, and won't

always follow your orders.

## BOTTOM LINE

The lack of a single-player mode is a little disconcerting, but what

the heck. There's enough originality here to overlook the lack of bots. The beta builds we've played are solid, and we can't wait to see the final game.



Here's a commander's-eye view of the world.

## DESIGNER TIPS

**The game's S2 Games' first foray into heads-up regular and RTS games. Here's some insight from the team:**

- Build garrisons at defendable locations: Garrisons are a key point for strategic battles because your troops can reinforce them.
- Protect your base with defenses: Defenses can be a source of income.
- Encourage players to work together: If players collaborate on a base, it's an easy prey.
- Take advantage of enemy weaknesses to conserve your troops. An army doesn't come cheap.

# 9 LOST KINGDOMS II

Publisher: Act.vision  
Developer: From Software  
Also On: None  
Genre: Card pg



## WHAT'S IT ABOUT?



It's about knowing when to hold 'em and when to fold 'em as young card-slinging heroines

Tara attempts to save the Kingdom of Argwyll from destruction. On her journey, she collects Guards/Guardian Creature cards that allow her to summon various types of monsters (fire, water, etc.) to fight in real-time brawls. Also, a new Card Transformational



Here's a hint for getting rid of that hideous dragon breath: Kill the beast with a Tin Man. Or use a mint.

Ability system lets Tara morph into different beastly forms in order to smite her enemies and solve various puzzles.

## WHY'S IT COOL?

There are 200 different cards to collect, 100 of which are brand-spanking-new for this sequel. Players can customize decks to suit their needs, and the game does a super job of blending RPG elements, puzzles, and action. Tara has approximately 25 different environments to explore, ranging from crumbling fortresses to cliff-laden fossil

## SUSHI SAYS

Wise Ben Franklin once said, "For want of a nail the shoe was lost; for want of a shoe the horse was lost; and for want of a horse the rider was lost; being overtaken and slain by the enemy, all for want of care about a horseshoe nail." But how does one lose an entire kingdom? Curious.

boneyards, and players will have to commit about 30 hours of their lives to get through them all. *Kingdoms II* also allows for two-player card clashes, which will extend its replay value significantly.

## SHOULD WE WORRY?

*Kingdoms II*, at least in this early stage, lacks polish. Its looping soundtrack borders on the annoying, and the camera reeks like an armpit sandwich. Players will find themselves adjusting the camera every few seconds; this becomes a real headache when, say, Tara's sneaking through a castle trying to avoid detection by an alarm spotlight. Expect some frustration, too. Once Tara's used all her cards in a given stage, she's defenseless, making death almost a sure bet.

## BOTTOM LINE

*Kingdoms II* is no *Final Fantasy*. Get past its rough edges, though, and what's left is rather quirky and quite challenging. With a great blend of card collection and RPG elements (it's OK to call it a card-pg), *Lost Kingdoms II* will not, hopefully, get lost in the shuffle. Pun intended.



The heroine, Tara, is really a princess who's somehow been raised by thieves? *Lost Kingdoms* was originally called *Flame In Japan*? *Lost Kingdoms II* is set 200 years after the original game? Live, dear reader, and learn...

# 10 COLOR QUEST



## WHAT'S IT ABOUT?

 Have you ever played *Pokémon*? How 'bout *Monster Rancher*? Or any of the other dozens of monster training/battling games out there? If so, then you've got the gist of *Color Quest*. It may seem like fairly standard stuff, but here's where it gets different...

## WHY'S IT COOL?

This is *Color Quest*'s hook: You create your own creature (called a Doodle) by drawing it on the screen. You start with a body, and then add arms, legs, a head, horns, weapons—whatever. It's your Doodle, so make anything you want. From there, the game transforms your 2D drawing into a 3D model. Seeing your drawing come to life is very cool—in fact, we spent more



Combat plays out like Rock-Paper-Scissors. For instance, blocking only stops magic, not attacks.



time drawing crazy monsters than we did fighting with them

## SHOULD WE WORRY?

Since the game turns 2D drawings into 3D, it can be a bit tricky getting your creature to

## TRY THIS

 Hero, you can see the transition from 2D drawing to living, breathing (well, not really) Doodle. Once you create your critter, it'll jump around in the field where you've set up camp.



## BOTTOM LINE

On the surface, *Color Quest* seems like a standard fighting-monsters game, but the ability to create your own creatures is just too cool. If you have a creative side, you'll end up wasting a lot of time here.



look right. You have to rotate your drawing to place extra bits on (like a tail that sticks out of the Doodle's back), and we occasionally had some trouble getting the perspective right. You'll often find body parts intersecting where you didn't want them to. Practice makes perfect, though, so your creature-creating skills will improve over time.

The game also starts slowly. You must earn the ability to draw extra limbs and colors on your Doodle by winning matches, so you can't do much at first. You need patience before you can let your inner artist out.



## WTF?

 As you can see, the Doodles you create are limited only by your imagination. Seriously, what is this thing? A three-legged cat-mech with a Gatling gun and a circular saw for hands? *Wtf*. We're a little creeped out.



# MEGAMAN KICKS OFF HIS 15th ANNIVERSARY CELEBRATION



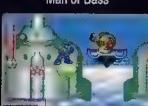
Join  
Mega Man  
and Bass's fight  
for humankind as you face off with  
the newest menace in town, Robot King. He's  
captured all of the data plans for Dr. Wily's  
creations in order to crush and dominate all  
humans. Mega Man and Bass set out separately  
to stop him, but only one may succeed!

Play as either Mega  
Man or Bass

Unique Battle Moves &  
Weapons: Double Jumps  
& Charge-Up Buster

Defeat Robot Masters  
to Open More Paths

15<sup>th</sup>



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# NOW PLAYING

GameNOW takes on this month's top games

## GAME OF THE MONTH

### Ikaruga Page 42

Yeah, it's kind of unexpected, but it shouldn't be. Call it old school, call it hardcore, but above all, call it dope: *Ikaruga* is hands-down the best game that came our way this



month, and we're giving it due props. It takes 2D shooting to insane and unbelievable heights, and despite its tried-and-true premise, it still feels like a modern game. Rarely does a shooter manage to draw us in as if it were the first time we've ever played one, but *Ikaruga* does just that. Don't sleep on it!



## NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Our grading scale works just like the one in school: A through D, with a + or - to add a little bit of spin. Of course, there's also the dreaded F, but with any luck, we won't run into those too often. Here's the breakdown:

**A** games are excellent and well worth picking up—even more so if they earn the coveted A+.

**B** games may not be the best, but they're still damn good. You'll probably want to check 'em out.

**C** is an average grade. These games aren't especially bad, but they don't do anything special enough to warrant a higher score. Just like in school, you can get by with a C, but you really could have done better.

**D** means below average. It's not very good, but it has one or two redeeming qualities. We're getting into the stink zone here, folks. Be careful.

**F** is...well, you know. F is a failure. A game that fails to entertain. A game that fails to provide even the slightest bit of enjoyment. A game that...a game that is just plain bad. Don't go near an F game lest you be forever scarred by its badness.

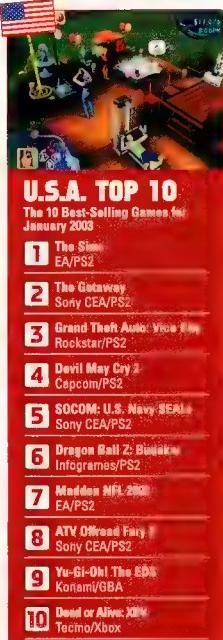


Only the best of the best make it into the A+ Club. If you see a title on this list and it's not in your personal library, you're missing out. Do yourself a favor and play it. Go rent it, go buy it, do what you need to. These games sell systems

- Final Fantasy X, PS2
- Golden Sun, GBA
- Halo, Xbox
- Madden NFL 2003, GC
- Madden NFL 2003, PS2
- Madden NFL 2003, Xbox
- Metal Gear Solid 2: Sons of Liberty, PS2

- Metroid Prime, GC
- Need for Speed: Hot Pursuit 2, PS2
- Resident Evil, GC
- SimCity 4, PC
- Star Wars Rogue Leader: Rogue Squadron II, GC
- Super Mario Sunshine, GC
- Super Mario World: Super Mario Advance 2, GBA

- Super Smash Bros. Melee, GC
- The Legend of Zelda: The Wind Waker, GC
- Tony Hawk 3, PS2
- Yoshi's Island: Super Mario Advance 3, GBA



**U.S.A. TOP 10**  
The 10 Best-Selling Games for January 2003

1	The Sims EA/PS2
2	The Godfather Sony CEA/PS2
3	Grand Theft Auto: Vice City Rockstar/PS2
4	Devil May Cry 3 Capcom/PS2
5	SOCOM: U.S. Navy SEALs Sony CEA/PS2
6	Dragon Ball Z: Budokai Infogrames/PS2
7	Madden NFL 2003 EA/PS2
8	ATV Offroad Fury Sony CEA/PS2
9	Yu-Gi-Oh! The EDK Konami/GBA
10	Dead or Alive: Xtreme Techno/Xbox



- |    |   |
|----|---|
| 1  | Shin Saigoku: Mugen<br>Koei/PS2             |
| 2  | Star Ocean 3: Tymlos EOT<br>Enix/PS2        |
| 3  | Chees Legion<br>Capcom/PS2                  |
| 4  | Kaidou Battai<br>Genki/PS2                  |
| 5  | Rockman EXE: Transcendence<br>Capcom/GC     |
| 6  | King of Colesteinos: 3-D Disc<br>Spike/PS2  |
| 7  | Dragon Ball Z: Budokai<br>Bandai/PS2        |
| 8  | Final Fantasy Tactics Advance<br>Square/GBA |
| 9  | Sakura Taisen: Aria<br>Sega/PS2             |
| 10 | Pokémon Sapphire<br>Nintendo/GBA            |

# GOLDEN SUN: THE LOST AGE

## The GBA's best RPG franchise returns in fine form



The first *Golden Sun* was a great surprise. It was a deep, elaborate RPG made by

Camelot, the team responsible for Sega's incredible *Shining Force* series. *The Lost Age*, also developed by Camelot, is every bit as pretty and involving as the first game, and better still, it's a real sequel. Unlike the *Final Fantasy* games, which typically start anew with each installment, *The Lost Age* begins just as the original's



DID YOU  
KNOW?

**Entertainment Capital** developed *Mario Golf*, *Mario Tennis*, and all three of the *Skating Force* strategy role-playing games. This is one of many creative ventures for Nintendo.

story is ending. This is terrific for fans of the first game, but it also means a rough initiation for new adventurers. So heed this warning, folks: It's best to play all the way through *Golden Sun* before purchasing *The Lost Age*. If you don't, you'll find yourself swimming in a confusing soup of archaic names, places, and events, and nothing will make much sense to you.

The fighting system in *The Lost Age* is typical RPG fare; the only elements that set it apart are the dazzling visual effects that accompany every magical spell and summon. Now, we know that graphics

Now, we know that graphics



aren't everything, but they are certainly this game's strongest asset; Camelot has painted a world filled with vibrant characters, lush environments, and spectacular battles.

Another great strength is the game's puzzle-oriented dungeons. The brain teasers are deviously well designed, and they are perfectly suited for a portable adventure. Simply said Until *Final Fantasy Tactics* rolls around, this is the best RPG action you're likely to find on GBA.

—Ethan Einhorn

# **YU-GI-OH! DUNGEON DICE MONSTERS**

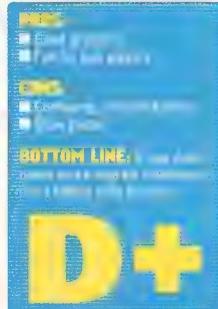
## **Yugi's back, and his game still bores**



 Why are all these Yu-Gi-Oh! games so complicated? Without a tutorial in place, this new GBA board game is a headache to figure out how to play, even with its vaguely worded instruction booklet at your side.

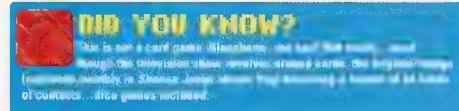
The biggest obstacle I faced while attempting to learn the play mechanics was that nothing ever seemed to be happening on my end of the board; I'd role my dice, have three obscure symbols appear onscreen, and then forfeit my turn to my opponent. But as it happens, this is by design. You actually have to roll for the right to move your characters across the screen. This makes it quite possible to have two dozen turns pass where you do nothing but sit and spin. **Boring.**

The graphics are nice, the



gamers to look elsewhere. I firmly believe the potential exists for a good Yu-Gi-Oh! game, but this definitely isn't it. What's that...0 for 5 now? C'mon Konami!

—Ethan Eiphorn



E-SAFE-NOW



NINTENDO  
GAMECUBE

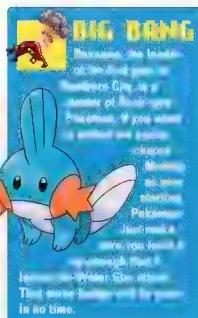
March 1953: First successful ascent of MT. EVEREST begins.

March 2003: Andrew Smith purchases a NINTENDO GAMECUBE.

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# POKÉMON: RUBY VERSION/ SAPPHIRE VERSION

Pikachu and crew offer very little that's new



"Round these parts, for better or worse, I'm known as the *Pokémon* guy. I just can't help it—I've always enjoyed the series."

What I've always liked is that once you get past the cartoons, cards, comics, movies, and toys, there's a fun (if simplistic) RPG. I find the "catch 'em all" aspect surprisingly addictive, and *Pokémon* games actually require a lot of strategy—unlike some other popular franchises that crank out mediocre game after mediocre

game. As I began playing this new "advanced" *Pokémon*, I quickly found

myself getting hooked all over again. There's a whole new world to explore and 100-plus new creatures to catch, train, and fight. You can even train your little animal pals to compete in *Pokémon* Contests, dog show-style competitions.

The deeper I got into the game, however, the more I began to realize how little has changed in the *Pokémon* universe. There are slight improvements here and there—more colorful graphics, more useful menus, the not-as-impressive-as-we'd-hoped two-on-two battles, gimmicky e-Reader battles, and the *Pokémon* Contests—but nothing that really takes advantage of GBA's power.

I don't want to rag on *Ruby* and *Sapphire* too much—they're still great fun, and far better than any game with the word "Yu-Gi" in the title.

**Publisher:** Fumito Ueda  
**Players:** 1  
**Also On:** GBA  
**Genre:** RPG



They're just not what I was expecting from a next-generation *Pokémon* title

—Phil Theobald



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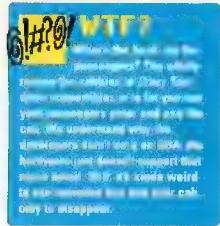


# CRAZY TAXI: CATCH A RIDE

Our advice? Spend that crazy money elsewhere



*Crazy Taxi* is a great game. With giant cities to explore and actual strategy required to master it, this arcade game offers more longevity than anyone would expect. The key to *Crazy Taxi's* greatness, though, is learning where potential customers want to go and planning whether you want to pick up a customer going a short distance (marked with a



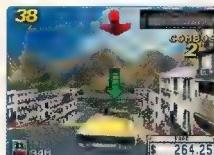
green circle) or a longer distance (yellow and red indicators).

Unfortunately, the developers of the GBA *Crazy Taxi* didn't implement this feature well enough. The customer indicators in this version are so hard to see (and pop up so late), it's almost impossible to

**plan your next move**

before you've dropped off your current fare, which basically eliminates any real strategy, thus ruining the game.

It's a moot point anyway, since trying to make a 3D *Crazy Taxi* on GBA was never a good idea. The system simply can't handle it. The whole thing is so



**choppy, it's almost impossible to play,** and the ugly graphics are just a mess in motion.

Had someone thought about GBA's hardware limitations before designing the game, they probably would have done

something more like the classic overhead mode of the original *Grand Theft Auto* on PS1. In its current form, *Crazy Taxi* on GBA should be avoided.

—Greg Stewart

**PROS:**

- Big city environments
- Good for a quick thrill

**CONS:**

- Poor graphics
- Choppy
- Inconsistent controls

**BOTTOM LINE:** The original *Crazy Taxi* is a great game, but this GBA port is a mess. If you're a fan of the series, you'll be better off getting the original.

**F**

# ARMY MEN: SARGE'S WAR

Only play this game if you hate yourself



*Army Men* games are basically a joke at this point, but for some reason, people keep buying them. Are you one of those people? You are part of the reason these games keep getting made? If so, what's your freaking problem?

*Sarge's War* is the latest *Army Men* game, and it isn't very good. You know the deal: Those little plastic army toys

are fighting a war with each other, and you get to play it out.

But *Sarge's War* isn't as lightheaded as the previous *Army Men*

games. **In fact, it's pretty much all screwed up.** In a nutshell, all the good guys from the series get murdered by the main bad guy, which causes the once-noble Sarge to totally flip out and go on a murder spree of his own. Sounds like fun, right? Wrong. If you've played *Army Men* games before, then you know just how busted and janky they can be. If you haven't, don't start with this one.

**The game's controls are clunky, the camera is spazzy, and the action stutters like crazy.** The missions are repetitive, and in some, weak design forces you to do a



whole lot of backtracking. I'll admit there are a few cool graphical touches—like when Sarge gets shot and chunks blow off—but they aren't enough to save the game. Your time is really too precious to mess with stuff like this. Please forget it exists.

—Miguel Lopez

**PROS:**

- Nice graphical effects
- Might be last *Army Men* game

**CONS:**

- Repetitive missions
- Chuggy framerate

**BOTTOM LINE:** It sucks, but this is yet another bad *Army Men* game.

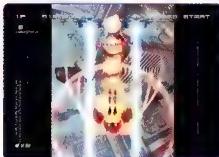
**D**



**WTF?**  
You know how when people grip a rifle, they hold it with both hands? And how when they hold a grenade, they use one hand? Well, in this game, Sarge keeps his "Holding a rifle" stance when he's holding a grenade. His other hand is just sitting there, gripping something invisible. It's pretty ridiculous.



Publisher: THQ  
Players: 1-4  
Also On: Dreamcast, PS1, GC  
Genre: Driving



# IKARUGA

**Ikaruga is the real deal. Can you cope?**



Did you mod your Dreamcast and import *Ikaruga* when it came out in Japan last year?

No, you didn't. God, you make me sick. You have a chance to redeem your sorry face, though, by playing it now on GameCube. And you totally should. Why? Because *Ikaruga*



is hot, that's why, and **you don't need 20 years of experience playing 2D shooters to appreciate it.**

It seems simple enough when you look at it: You fly around, shoot stuff, and avoid bullets. Wave upon wave of enemies descend upon you, and you shoot the crap out of them, eventually getting to a huge, tricked-out boss that requires you to **think in wicked patterns in order to kill it.** It's a standard formula, but *Ikaruga* flips it enough—and looks damned good while doing so—to make it feel like the freshest thing in the world.



Basically, all the enemies in the game are either black or white. Your ship can also swap between these colors. Your shots will do more damage to enemies of the opposite color; enemy bullets of the same color will go right through you. Now, imagine an ocean of bullets in one color. Then, imagine 5,000 more of the opposite color in that same ocean. You're basically going to have to **swap colors, like, 10 million times just to stay alive** in a storm like that; not to mention strategize like crazy to shoot the right enemies with the right bullets. Can you deal with that type of insanity? Is it in you to cope with such pure gameplay? Or are you just a weak little chump?

There's only one way to answer that question: Play *Ikaruga* and prove to the world that you can do it, or pass on it and die like a dog in obscurity.

—Miguel Lopez

Publisher: Infogrames  
Players: 1-2  
Also On: DC, Import  
Genre: Shooting

TEEN



## PROS:

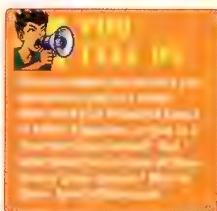
- Elegant gameplay system
- Rad-looking graphics

## CONS:

- Harsh difficulty level

**BOTTOM LINE:** *Ikaruga* owns you. It's hard as heck, but it's also a pleasure to play and watch. Don't wuss out; play it.

A



## BATTLEFIELD 1942: THE ROAD TO ROME

### More maps, more guns, and French people!

Publisher: Electronic Arts  
Players: 1-64  
Also On: iPhone  
Genre: FPS



War may be hell in real life, but in Electronic Arts' brilliant, addictive *Battlefield 1942*, it's a little bit of PC gaming heaven. This online multiplayer shooter, which pits two teams of players (up to 64 total) against each other in various WWII scenarios, took the PC gaming world by storm last year, mixing easy, Quake-like controls with more sophisticated vehicular combat and coordinated team play. It was easily one of the best games of the year.

*Battlefield 1942: The Road to Rome* is EA's first expansion pack, and it's a good one, giving us **more of what made the original great, while adding welcome new touches**. The expansion includes six new maps (set in the Italian campaign), two new armies to play (the Free French forces and the Italian army), and a few

brutal new weapons.

The new maps are awesome, featuring a broad mix of terrain types, buildings, rivers, bridges, and more that add tremendously to the gameplay. The steep, hilly

terrain, in particular, does wonders for foot soldiers, who can now skulk, hide, and attack much more effectively—encouraging players to venture out of the tanks and planes for a change.

**Planes, however, are more brutal than ever**—the one bummer here. Both the new British Mosquito and German BF-110 fighter-bombers let players rain down fast, brutal ground attacks, with not nearly enough antiaircraft guns to fight back. Get on a server with good pilots and prepare to die...repeatedly.

The only other complaint is one of cost. **Arguably, this all could have been a free download.** Still, at only \$20, you get some awesome new maps as well as a great piece of fantasy role-playing—the ability to fight as a French soldier. *Sacre bleu!* We surrender!

—Jeff Green





# FREELANCER

**Make your very own Kessel Run**



Admit it: When you watch *Star Wars*, you always think Han Solo, not that Luke Skywalker kid, is the slicker fellow. Solo has the cool ship and the shaggy sidekick. He's no namby-pamby Boy Scout—he's the scoundrel with a heart of gold. Well, it may not be *Star Wars*, but Microsoft's new space sim, *Freelancer*, lets you **fitter around in space, shooting, looting, and doing whatever you want**.

Old-school PC fans will remember *Privateer*, a game from 10 years back in which you did whatever the heck you wanted in space. While *Freelancer* has a single-player story line spanning 13 missions, the rest of the game is open. Feel like robbing some transports and selling their goods? Go ahead. You can hunt terrorists for the military—or, conversely, shoot down police ships with fellow pirates. Or just forget all that and explore the 48 star systems that make up the game's universe.

No need to grab a joystick for this game—it uses the same sort of mouse and keyboard setup you'd have in a first-person shooter. Like *Metroid Prime*, the control scheme sounds pretty grody at first, but after a short time, it clicks and becomes totally natural.



**TRY THIS**  
Get a bunch of friends and have everyone buy weapons with credits. Have one guy be the leader and everyone else join forces with him. Now, wherever you go, the leader navigates for the group, while everyone else controls their gun turrets. It's like being a gunner in space.

Some might find the combat repetitive, and the story line is pretty cheesy. Really grumpy old-school space simmers will be annoyed by the lack of a joystick option. But in the grand scheme of things, those dings aren't enough to detract from the overall experience. It's been a long time since *Privateer* came out, and it's time for a new generation of gamers to unlock their inner space pirate/bounty hunter/cop.

—Thierry Nguyen



**PROS:**  
Varied, interesting missions; lots of weapons; lots of upgrades; lots of customization; lots of fun.  
**CONS:**  
Story line is cliché; graphics are dated; controls are a bit awkward; joystick support is missing.  
**VERDICT:** **A-**

# INUYASHA: A FEUDAL FAIRY TALE

## A good anime game? How bizarre



Most anime-based videogames are...I'll say, "uninspired" (OK, they suck). So, I wasn't looking forward to *Inuyasha*, especially since I really enjoy the manga and anime it spawned from.

That's why I'm pleased to report that *Inuyasha* is actually good. Granted, it's a standard 2D fighting game—not as deep or involved as your typical Capcom fighter—but it's still fun to play.

Fans of the show, obviously,

will get the most out of *Inuyasha*, especially during the fairly involved Feudal Fairy Tale mode (the game's story mode). As you fight in this mode, you collect crystal shards from your enemies by attacking them with a specific move. By earning a set number of shards, you unlock one of the nine hidden characters (you begin with just Inuyasha and Kagome).

*Inuyasha* is choc-full of gorgeous still images from the show, and the game's cinematics are accompanied by full voiceovers. Strangely, all of the dialogue is in Japanese with



English subtitles—the voice actors who dubbed the anime into English didn't record any dialogue for the game. Whether this is good or bad depends on your personal taste.

The worst thing you can say about *Inuyasha* is that it's not very complex. Still, as a fan of the show, I didn't mind. I had fun unlocking the characters and all the other secret goodies. Quality PS1 games are rare these days, so don't miss out on *Inuyasha*, especially with its \$20 price tag.

—Phil Theobald



### PROS:

- Nice graphics and sound
- True to the anime

### CONS:

- It's simplified
- No English dialogue

**BUTTON LINE:** *Inuyasha* fans will dig it the most, but it is still a fun fighter.

# B

### TOP SECRET

By playing through Feudal Fairy Tale mode as Kagome, you unlock Kagome's Backpack. In this hidden area, you can listen to the music, look at the pictures, and play the minigames you've unlocked in the main game. You can even customize the voice samples, changing what characters say at certain points in the game.

# PINOBEE

## A perfect way to kill your PS1 buzz



Something's askew in the land of PlayStation. No, it's not the fact that

Pinobee, a grumpy robotic stinger without a heart, is buzzing about trying to save his grandpa. That's a fairly normal occurrence for a videogame. Rather, it's the fact that



Pinobee is a straight-up, pixel-perfect port of a GBA game. In case you're not paying attention, that's GAME BOY ADVANCE. And this is PS1. You can probably guess how grody this game looks on your TV screen (if not, just check out those crusty screenshots). Adding insult to the already injurious graphics is the fact that Pinobee is a rather mediocre GBA game to begin with.

But hey, it's not all bad. As a mindless diversion, Pinobee is pleasant enough—for your kid brother or sister. The gameplay mechanics are extremely simple: one button to dash around,



**Publisher:** Konami.  
**Players:** 1  
**Also On:** GBA  
**Genre:** Action



**DID YOU KNOW?**

Pinobee's developer, Aricon, is the team behind the acclaimed track performer *Blinx*.



### PROS:

- Simple control
- Good for beginners

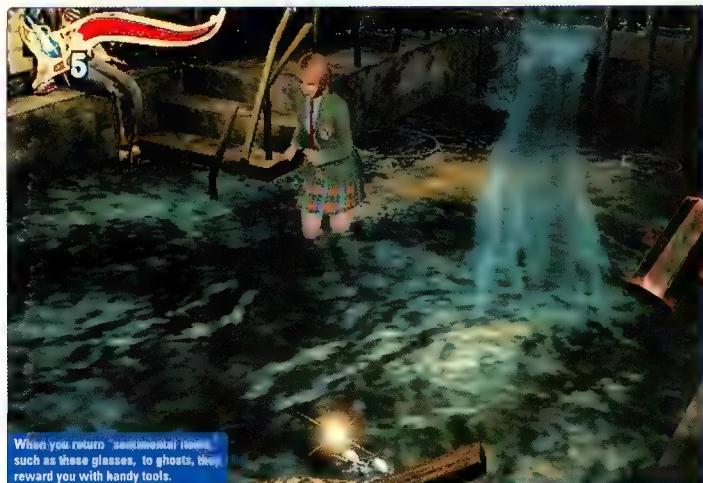
### CONS:

- Grody graphics
- bland levels

**BUTTON LINE:** Very bare when there's so many better platformers to play!

# D





**When you return "undiscovered" items, such as these glasses, to ghosts, they reward you with handy tools.**



# CLOCK TOWER 3

Mysterious and spooky, it's altogether ooky



Publisher: Capcom  
Players: 1  
Also On: None  
Genre: Survival-Horror



PlayStation 2

As far as I'm concerned, there are too few games with really gripping story lines. *Clock Tower 3* has one, with the bonus of evil enemies attempting to impede your progress as you unravel this increasingly twisted tale.

Unlike most survival-horror games, where you're battling enemies with an array of weapons, *CT3* effectively gives its main character none (at least until the boss battles). Since you play as a teenage girl with virtually no defenses (save for a vial of holy water that merely slows down pursuers), the game is scarier than most—and that's

the idea. After all, what's more frightening: facing off against an enemy with a BFG, or hiding behind a diaphanous curtain while a maniac with a sledgehammer hunts you down?

As the main character Alyssa, you spend much of the game evading would-be murderers as you gather clues that help you unlock the circumstances surrounding your mother's disappearance. If things get too intense, Alyssa's Panic meter becomes full, and she'll flail around or stand still and quiver—either way, she's an easy target. Luckily, you can find bottles of lavender water,

which you can use to calm her down.

Fantastic cinematics are well integrated into the gameplay to move the bizarre story along and help you figure out the secrets behind Alyssa's predicament. Unfortunately,

**the enemies' outrageous stupidity sometimes snaps you back to reality** when you're happily immersed in the game. For instance, you can hide in a toilet stall and the scissor-wielding creep who was chasing you won't bother to open the door to slice you up.

Other than the lame enemy A.I. and the sometimes wacky camera, the major downside to *Clock Tower 3* is its short playtime. But it's very fun while it lasts.

—Carrie Shepherd



**PROS:**  
■ Intelligent story line  
■ Amazing cut-scenes

**CONS:**

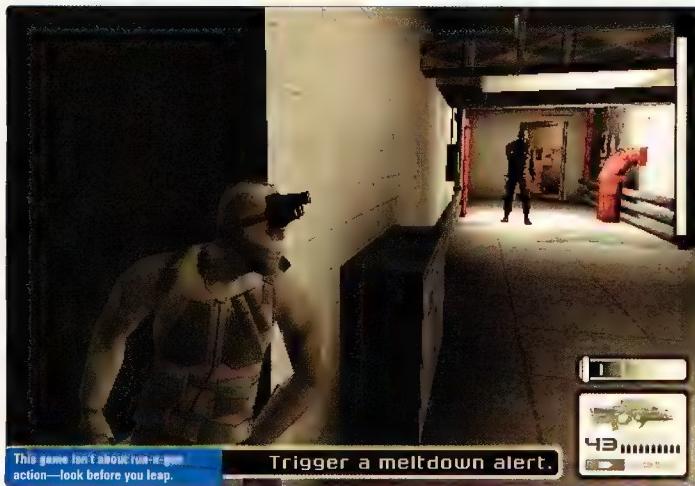
■ Idiotic enemies  
■ Tug-stuff

**BOTTOM LINE:** This is a compelling adventure that you won't want to stop playing.

**B+**

## STUMPED?

Having trouble with the clock puzzle in the basement? Here's the solution: You need to change the time to match the time it took you to fall off the well. Left: Clock Tower Timer; Top right: Change time to 2:00, revealing a secret door.



This game isn't about running... action—look before you leap.

Trigger a meltdown alert.



### STUMPED?

In the Chinese Embassy stage, dealing with the guards in the sewers can be a pain, since you aren't allowed to kill anyone. Try starting with a smoke grenade, and then run in and knock 'em out with the butt of your gun.



# SPLINTER CELL

Xbox's bad boy makes his way to PS2



This was one of the most popular games on Xbox last year, and for good reason: It's an **uncomfortably tense, uncannily realistic** stealth game that's arguably better than *Metal Gear Solid 2*. Sam Fisher's tale of tactics, espionage might not be as bizarre or compelling as Raiden's story, but his conflicts are definitely easier to relate to. If someone told me *Splinter Cell* was based on actual events, I wouldn't bat an eye;

after all, the plot points are ripped from the headlines, all the game's weapons have real-life counterparts, and Sam's stealth moves can be performed by field experts.

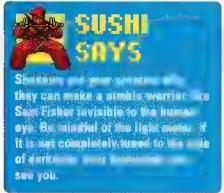
Videogame clichés like an active map system and end-level bosses have been eliminated, making for a more down-to-earth experience. **You have to move through your missions slowly, always using darkness to your advantage;** a tripped alarm typically ends your game. This setup can be frustrating at times—especially when you can't figure out exactly where to go next—but once you master a stage's layout, it's a blast to go through it repeatedly, trying to be sneakier and stealthier every time.

Those interested in knowing which version of *Splinter*



*Cell* stands supreme shouldn't be surprised when I say the Xbox version is still tops. The PS2 game, while damn fine looking, isn't nearly as visually arresting as the Microsoft edition. That said, it's important to note that the PS2 version has been given some subtle improvements: The stages are more streamlined, the alarm system is more forgiving, and the additional Nuclear Plant mission is terrific. Really, *Splinter Cell* is a must-have game, on any platform.

—Ethan Einhorn



### SUSHI SAYS

Sam's a stealthy guy, they can make a stealth warrior like Sam Fisher invisible to the human eye. Be mindful of the light levels. If it is too completely dark to the eye of darkness, you will be seen you.



Publisher: Ubi Soft  
Players: 1  
Also On: Xbox  
Genre: Stealth



**PROS:**  
■ Tense and exciting  
■ Lots of replay value

**CONS:**  
■ Xbox version is better  
■ Frame rate dips often

**BOTTOM LINE:** Sam Fisher redeems the stealth genre. PS2: Buy this one.

# DYNASTY WARRIORS 4

**More of the same...only better**



Most of you who've played *Dynasty Warriors* games see the series in one of two

ways: It's a fun way to burn a little time kicking serious ass, or—if you're like me—it's a fun way to burn a lot of time kicking serious ass. *Dynasty Warriors 4* isn't particularly different from

any of the previous games in the series, but it is the most polished. The new features are just enough to keep *Dynasty veterans involved for dozens of hours*; meanwhile, anyone looking to see what the series is about might as well head straight to the best one yet.

Nothing has changed about the setting: You're still one of 40-plus playable warriors fighting in battles of thousands during the Three Kingdoms era of ancient China (ca. 200 A.D.), and the main mega-skirmishes involve the same scenarios as before. They're all laid out differently, though, and many more are available.

Experienced players will also notice a change in attack motions. Not only can every character



take out a slew of surrounding enemies by jumping high and slamming them into the ground, but each character also packs a new set of awesome special moves. You can even use them in the one-on-one officer duels that act like a straight-up fighting game. Most other new features are more nice than useful, but it's cool to have them there.

And, as always, it's definitely a bonus to have a new *Dynasty Warriors*

—Chris Baker



**PROS:**

- Best *Dynasty Warriors* to date
- Lots of replay value

**CONS:**

- Essentially same as older *DW*s
- Occasional slowdowns

**BOTTOM LINE:** Few hard-slash games feature the depth, strategy, and thrill of *Dynasty 4*.

**A-**



## SWEET SPOT

Believe it or not, strategy plays a huge role in this game. You find the enemy general, head straight through his opposition; if it's even worth the pursuit when your own general's defenses are weak? You know just one guy on a field of thousands, but you're also the most effective, and your actions definitely affect the result of the battle.



# THE KING OF ROUTE 66

**Breaker! Breaker! Gotcher ears on, bud?**



The original *18-Wheeler* was a decent game despite being way too short. Its average play time was about 20 minutes, and it had only four stages. *King of Route 66* promised to remedy the situation with loads of levels to play through, and it delivers in that respect. Unfortunately, each course is about half as long as the ones from the



first game, meaning you barely get into what you're doing before the level's over and you have to sit through more story bits or another Loading screen. So, even though there are more stages, none of them last long enough to be entertaining. Plus, *Route 66*'s learning curve is such that the first couple stages have to be played over and over



and over again, which becomes pretty annoying when you reload each level needs to reload every time you restart it. The game isn't fun enough for most players to care after attempting the same stage for the 12th time. The *Dreamcast-quality graphics* don't help things, either.

Still, there are worse driving games out there, and if you were a fan of the original title, you'll find something to like in *King of Route 66*. It's a solid game, just not solid enough to keep most racing enthusiasts going. Give it a rental

—Greg Stewart



**PROS:**

- Queen-of-Roads
- Lots of stages

**CONS:**

- Stages are meager
- And too difficult

**BOTTOM LINE:** A short and somewhat frustrating experience that's a good rental.

**C+**

## QUEEN OF ROUTE 66

One thing *Route 66* has going for it is the Queen mode. In it, you play little fetch quests within regular game levels (finding diamonds and the like) and, depending on your success, upgrade your truck with various parts. Some parts change your look, while others improve its performance. It's like *Graffiti* meets *18-Wheeler*. The early levels are still too difficult, though.



Publisher: Koe  
Players: 1-2  
Also On: None  
Genre: Action

TEEN  
ESRB

# AMPLITUDE

If it's too loud, you're too old



You've got a hankering to make music, but you can't carry a tune. No sweat—

**Amplitude makes your musical aspirations come true** by allowing you to remix tunes from popular artists like



Play a full song and switch to another. Then switch to your comix.

Weezer, Pink, and Blink 182, among others. And you don't have to spend years learning to play an instrument—all that's required is the ability to tap your fingers to a beat and move an onscreen ship left and right to different tracks.

*Amplitude* will look familiar to those who've played Sony's

*Frequency*—this is technically its sequel. *Amplitude*'s graphics are better, the song selection is stronger, and thanks to the addition of green indicator arrows, it's a lot easier to tell which musical track you need to switch to in order to continue your combos. And, multiplayer and online play no longer feel like



The track has a bar at the bottom of the screen to clear.

afterthoughts. But the biggest change—the flattening of *Frequency*'s cylindrical play field—ends up as more of a curse than a blessing. With the new flat play field, there's no fast way to get from one side to the other, making continuing a combo nearly impossible.

Despite that minor drawback, this is still a highly enjoyable game that's worth your time, even if you've never made virtual music before.

—Chris Johnston

Publisher: Sony CEA

Players: 1-4

Also On: None

Genre: Music



## PROS:

- Great snapshot of music
- Enjoyable multiplayer

## CONS:

- Steep difficulty curve
- Tough to keep comboing

**BOTTOM LINE:** *Amplitude* is an addictive game with your time, even if you aren't musically inclined.



# WORLD SERIES BASEBALL 2K3

World Series swings for PS2 fences



WSB has just about everything a baseball fan could want, and it will definitely win over its share of fans this year. It's just not for me.

Lots of people, and possibly even you, dear reader, will love this game. Its cursor-based batting and pitching system is a good go-between for non-sim freaks. No matter how bad a hitter Coco Crisp is (yes, he plays for the Indians), you can atone for his weaknesses with good stick skills. That's a turn-on for some, but I want these guys to be limited, or unlimited, depending on their real-life skills



WSB is offense heavy, and despite the relatively small hitting reticule, I feel like I can hit line drives at will, even on higher difficulties. At least the CPU's offense is also better this year, which is a welcome change.

Franchise mode is WSB's calling card, and it sports a full array of options to



peruse. You can hire and fire your assistant coaches, hire minor league scouts, and basically run the show to whatever extent you desire.

WSB looks and sounds the part of a first-rate baseball game, so there's no problem enjoying it on that level. If assembling dream-team "what if" rosters and piling up big offensive numbers are your thing, WSB comes through in spades. But if you're seeking a true baseball challenge, 3DO's *High Heat* is the way to go.

—Dan Leahy

Publisher: Sega Sports

Players: 1-8

Also On: Xbox

Genre: Sports



## PROS:

- Throwback jerseys
- Easy-to-learn controls

## CONS:

- Fielding animations are controls not designed for it times.

**BOTTOM LINE:** Pretty good, but don't expect a *High Heat* spin.



## TRY THIS

Try to trade your talent and be creative with package deals to acquire stars from other teams. We applaud the game's trade logic. You'll get a stern response from any lopsided deals. Oh, and don't even think about going after Nomar, Derek Jeter, or other franchise players. You'll get "Your team is built around Nomar Garciaparra, we're not trading him." Fun stuff.



# MVP BASEBALL 2003

## MVP looks, plays like a winner



PlayStation 2

EA Sports took years of abuse, both critical and commercial, for its subpar *Triple Play* series. Well, change, as they say, is good (they do say that, right?), as *MVP Baseball* is the most surprising baseball title of 2003.

MVP's biggest asset is its pitcher/batter interaction. When you're on the mound, an arc appears as you deliver the

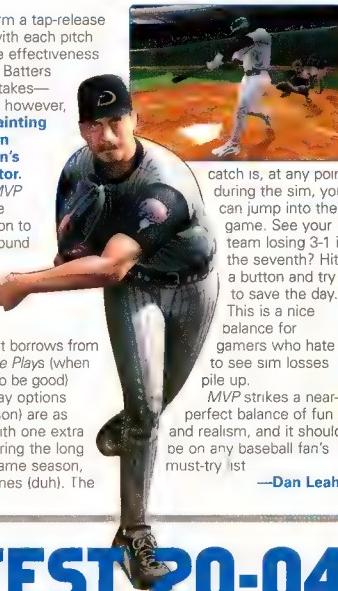
### DID YOU KNOW?

Another cool gameplay feature is the Home Run Showdown. Great for multiplayer or a quick fix, it features players swinging for home runs in a split-screen format. Set options, like first player to hit a mile's worth of home runs, and go at it. It's straightforward and simple, but surprisingly fun. Oh, and anyone who uses Sammy Sosa as a cheese.

pitch, you perform a tap-release button combo with each pitch to determine the effectiveness of your delivery. Batters will hit your mistakes—hard. Do it right, however, and you'll be painting more black than Marilyn Manson's interior decorator.

At the plate, MVP forces you to use timing and location to knock the ball around. It's similar to *High Heat*, but a little more arcade. It's a good system that borrows from Genesis-era *Triple Plays* (when the game used to be good).

Other gameplay options (Franchise, Season) are as you'd expect, with one extra cool feature. During the long grind of a 162-game season, you can sim games (duh).



catch is, at any point during the sim, you can jump into the game. See your team losing 3-1 in the seventh? Hit a button and try to save the day. This is a nice balance for gamers who hate to see sim losses pile up.

MVP strikes a near-perfect balance of fun and realism, and it should be on any baseball fan's must-try list.

—Dan Leahy

Publisher: EA Sports

Players: 1-2

Also On: Xbox

Genre: Sports

**PROS:**

- Great stadium atmosphere
- Innovative control scheme

**CONS:**

- Awkward throwing mechanics
- CPU AI, a definite downside

**BOTTOM LINE:** This will definitely hold your attention for a while... if you're a winner.

**B+**

# MLB SLUGFEST 20-04

## Sluggfest slams home another winner



PlayStation 2

Midway's *Sluggfest* franchise was born last spring and quickly became one of the year's top baseball titles. It seems mayhem and violence aren't just reserved for sports that actually encourage such tactics (like hockey or football). **Forget the serene day at the ballpark; Sluggfest delivers action, fistcuffs, and plenty of fun.**

Fans of last year's game will certainly recognize the 20-04 edition. On the mound, players have howitzers for arms, and they use them to deliver the nastiest pitches you'll see in any baseball game. At the plate, judicious use of the Turbo button will help you catch up with the heat.

One nice change comes in the rosters, where Midway has upped the list to 20 players per team. It's not a



significant addition, but it will please baseball buffs who like to see specific guys in specific roles (stealing a base, pitching relief, etc.) that line up with a real-life MLB setup.

The game's main mode is Create-a-Team, which allows you to assemble a roster of your big-league favorites. Pit 'em against every other team in the league and shoot for the title.

*Sluggfest* is full of graphical and aural delights, and it sports some of the best-looking stadiums, players, and animations in the genre. Fantasy stadiums are a cool extra, and one-liners from color man



Jimmy Shorts keep the action fresh. If you're not a baseball purist, or are just looking for a nice change of pace, *Sluggfest* is a perfect choice.

—Dan Leahy

Publisher: Midway  
Players: 1-8  
Also On: Xbox, GC, GBA  
Genre: Sports

**PROS:**

- Pretty deep gameplay
- Create-a-team mode

**CONS:**

- Only tested a mod for everyone

**BOTTOM LINE:** Not a huge step forward from 20-03, but still a fun, engaging title. Midway is on the right track with *Sluggfest*.

**B+**



Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick. When you get the card, punch in these codes and really get into the game.

Check out [www.getintothegame.com](http://www.getintothegame.com)  
download a coupon for \$5 off any game on this card. While  
you're there, get the scoop on all the hottest games and accessories.

## THE LEGEND OF ZELDA: WIND WAKER



### GAMECUBE

#### TREASURE-GRABBING TIPS

Everything of light relative to the location of the treasure you see on the screen. Steadily move toward the treasure by a tugging the knot with the [R] trigger, and keep switching back and forth between the Treasure Chest and the game screen to live yourself up perfectly.

Approach it, making it hard to determine where exactly you need to draw your Grappling Hook.

Here's the best way to do it:

Take the ring of light with the wind at your back and sail directly at it. As soon as the ring of light vanishes, pull away your sail by pressing the [A] button and deep your Grappling Hook into the water. If you do it properly, you'll wind up hooking the chest on the first try almost every time!

Also pay attention to the lighting changes as you approach the treasure. The louder the ringing, the closer you are to it.

Ring of light with bright beams of light in the center of them mark the locations of underwater treasures that Treasure Charts hold to.

These brighter rings of light fade more quickly as you approach them. Use the Treasure Chart to see your boat's current position

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## YU-GI-OH! DUELIST OF THE ROSES

### PLAYSTATION 2, XBOX

#### HOT TIPS:

During a mission, you will find many dark areas in which to hide. However, if there's one thing that needs to create your own darkness, it's a pitch you carry it alone and use it to share lights—providing instant cover.

This is with Tony Card 5, such as Spallinating Grie, Neowarrior Control, and feed it the Mermaid. These cards spellbind opposing creatures and decrease their ATK and DEF ratings.

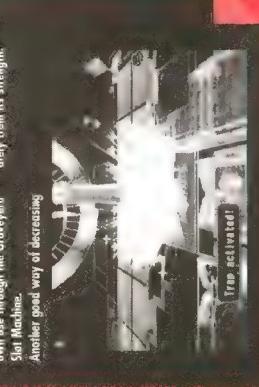
If you don't have any Trap Cards, play trap-happy Assistants like Pegasus and Darkness-true. You can snuff their traps for your own use through the Graveyard Slot Machine.

Another good way of decreasing in later missions, you have access to a diversion card which you can fire off a wall. This enemy can take a hit to reflect on energy. You also use it to knock out an enemy with the Gun Lash. In fact, you will never attack enemies who positions where you can incorporate them.

### PLAYSTATION 2

#### MONSTER BATTLING SKILLS

Heavy master strength is with Effect Masters, such as Section of Sacrif, Strength, and Phago. These monsters work on heavy monster when they are killed. Summon them into the defense position in front of an incoming enemy master, let them die in battle, and give you opponent a nasty surprise. Another way to weaken a monster's ATK and DEF rating is to make it battle your monsters on unavoidable terrain. Use a Friend to fight in the Forest, or change the terrain into forests, thus dropping off 300 points immediately from its strength.



True activated!

EXCERPTS FROM FULL PLAYABLE STRATEGY GUIDE



Hidden characters, extra weapons and undiscovered worlds are all of your fingertips. Cut out the cards, slip them into the game's case for a quick trick.

When you get the itch, punch in these codes and really get into the game.

Check out [www.getintothegame.com](http://www.getintothegame.com) to download a coupon for \$5 off any game on this card. While you're there, get the scoop on all the hottest games and accessories.

## BRUTE FORCE

### TEAMMATE TIPS

**Tex**  
Tex is your  
biggest buster.  
The one most  
able to deal damage and take  
a hit. He's the guy to倚靠  
on when you're  
in a bind or a lot of enemies.  
Tex, especially when he's off-  
voltage, has the best attack with  
the right team backup, can  
hit very far through most  
obstacles.



XBOX



## DEADLY VENGEANCE

### SUPER MOVES

When Finn's stir-  
ring a crowd, use  
the crowd gets sliced, and you  
actually lose momentum in the  
soft graphics to  
maneuver your opponents. These  
moves are easy to pull off and  
help turn your opponent to water  
or reverse. Once you've reduced  
his super moves, move on to hard  
super moves to get information on  
your enemy's side. When it comes to  
reversing, it's not just about  
strength. It's about variety.  
If you keep pulling off the same



PLAYSTATION 2, GAMECUBE



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## PRIMI

### FIGHTING TIPS

\* The Moltai  
is fierce; him  
nothing. In  
encounters on enemy, press [U1]  
to initiate combat. Pressing and  
holding [U1] blocks an enemy's  
attack. Pressing [L1] executes a  
spinning attack (punch held)  
when surrounded, and pressing  
[L2] or [R2] executes left and

right attacks.

\* By pressing the various attack  
buttons in different orders, Ken  
can pull off damaging combo  
attacks. Use [R1] for special  
attacks by pressing it while mov-  
ing his left analog stick. During a  
battle against multiple enemies,  
press [L1] to cycle through and

lock onto different opponents.

\* When fighting tougher opponents,  
Ken will need to execute upper  
attacks, which are also finishing  
Moves, by simultaneously press-  
ing [L2] and [R2]. These attacks  
will do more damage, but can



PLAYSTATION 2



## © GET INTO THE GAME.COM



Hawk is your best all-round  
operator. He likes the same  
weapons as Tex, but he's faster  
than Tex, and can quickly dole in  
on enemies and escape easily. His  
enemy counter is where you can other  
operators see only scores.

Hawk is a full-color stealth. Her  
special attack mode, her objective  
and her silent approaches.  
Every time Hawk is exposed  
to your character, she'll have  
a brief time to use Hawk is on the  
deficit mission when you need to  
stay out of sight.

Bruce:  
Bruce is your best all-round  
operator. He likes the same  
weapons as Tex, but he's faster  
than Tex, and can quickly dole in  
on enemies and escape easily. His  
enemy counter is where you can other  
operators see only scores.

Finn is a special case. While her  
weapons aren't useful in a run-  
shot fight, when she can plan her  
shots, there is no one better to  
get rid of enemies. While Hawk is  
your designated "count," Finn's  
secret weapon allows her to look  
at her, but Finn's when you want  
something else for you before  
you change.

Hawk is a full-color stealth. Her  
special attack mode, her objective  
and her silent approaches.  
Every time Hawk is exposed  
to your character, she'll have  
a brief time to use Hawk is on the  
deficit mission when you need to  
stay out of sight.

# HIGH HEAT MAJOR LEAGUE BASEBALL 2004

The definitive console version of sim baseball



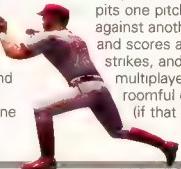
The PS2 version of *High Heat* came and went; I passed it off as good, but it wasn't a great jump from 2003, and it actually lost ground in framerate and other playability issues. If I had to review the PS2 version now, I'd mark it down at least a letter grade. That's how good the Xbox version of *HH 2004* is.

It's amazing how much the



look of a game can affect your eagerness to play it. *High Heat* for Xbox is not a graphical wonder by any means, but it is clean and detailed, and it features smooth animation. None of this crap where you see the ball popping to home plate—here, the ball comes in, and you see it the entire time. It makes the whole experience more enjoyable.

With its graphics and presentation nailed down, *High Heat* is one formidable baseball



game. It easily has the best artificial intelligence on the market, forcing you to think through your decisions. Franchise mode lacks some of the frills of other titles, but we like the no BS approach.

Game modes are on par with the competition, save for 3DO's unique 2-on-2 showdown. This pits one pitcher and one hitter against another similar tandem, and scores are built on balls, strikes, and hits. It's a good multiplayer way to handle a roomful of *High Heat* fans (if that ever happens).

—Dan Leahy



# NBA STREET VOL. 2

Street soars with old-school cool



NBA Street is back, and it's bigger, bolder, and definitely better. It plays very little like real basketball, but that's just fine for gamers looking for NBA action with street style.

Street's got...well, street cred, with its old-school look and funky music. Menus and other graphical tweaks look like they were ripped from the Nike "funk" series of commercials, and lend definite personality.

On the court, Street has all the great features of first game, plus a few nice changes. The roster of available offensive moves has been greatly expanded: A typical sequence might involve a couple of insane dribble fakes, a kick pass, a killer crossover, and a double alley-oop jam. If that doesn't get your blood going, you have no soul.

While the offense offers a wide array of weapons, don't



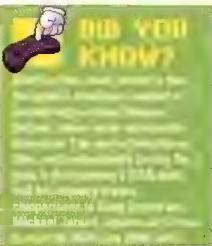
think this is going to be a cakewalk. Defensive players bump, push, and jump out of the gym to block shots. New this year is the ability to interrupt fancy drible moves with an aggressive Steal button.

Overall, options abound, and Street will please whether its played in single-player mode or with up to four friends. The best addition to the game is the inclusion of 30-plus legendary NBA players. George "Ice Man" Gervin, Dr. J, Larry Bird, Wilt Chamberlain, and Michael Jordan lead the charge. Addictive, graphically polished, and full of



unlockables, *NBA Street Vol. 2* is a surefire hit

—Dan Leahy

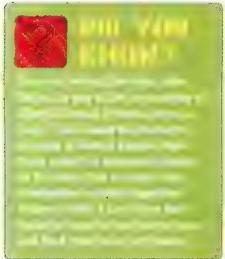


# TAO FENG: FIST OF THE LOTUS

## I want to fight this fighting game



I have just returned from a long pilgrimage, my friends. I prayed long and hard from the very depths of my soul. For what reason, you ask? I was praying to end a drought, my students; however, it was not rain that I was praying for. No, what I sought to end was Xbox's



drought of good first-party fighting games. With *Kakuto Chojin* and *Kung Fu Chaos* turning out as they did, I was sincerely hoping that *Tao Feng* would set a precedent for excellence. Sadly, it has not.

You would think otherwise, at first glance. Indeed, there are few games with such impressive production values—the characters are exquisitely modeled, and the special effects accompanying their most powerful attacks are quite awesome to behold. Their designs are quite questionable, but from a sheer technical standpoint, it's hard not to be impressed. Still, once you see through the game's flashy veneer, its true nature is revealed—that of a somewhat stilted and deeply flawed fighter.

To put it simply, the response time between an input and the actual execution of an attack is



somewhat off—it's as if the fighters were battling in a swimming pool. The ambitious in-game camera works against you; it sometimes entirely flips your view, causing all sorts of confusion. For a game that requires precision above all else, this is simply unacceptable. Factor in the canned combos that most characters' move-lists consist of, and you have something extremely questionable. You do not need to waste your time with this, friends. Not when games like *Soul Calibur II* are on the horizon.

—Sushi-X



# UFC TAPOUT 2

## Let loose your rage in the steel cage!



As shown in *Tapout 2*'s intro sequence, the Ultimate Fighting

Championship is home to modern-day gladiators, men who engage in combat for sport and glory. But these guys aren't using swords to fight—they're bashing each other with their bare-freaking-hands!

As in the previous *Tapout* game on Xbox, exceptional character models will



undoubtedly draw in excited UFC fans. The fighters are rendered with great attention to facial structure and muscle tone, so they really look like their real-life counterparts. But while the fighters look significantly better than those in last year's game, the animations are nearly all recycled, so it feels a lot like the old version. *Tapout 2* also suffers from poor hit detection; punches and kicks often connect for damage even though you're swinging at air.

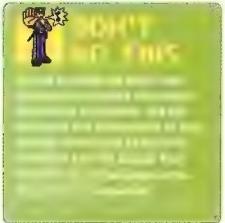
All things considered, *Tapout 2* may be an enjoyable next step for fans of the first game. The new play modes allow



players to vie for the UFC championship in a variety of weight classes, and then to defend the belt against all comers. And the Character Creation mode is interesting enough, albeit short-winded.

For those who aren't impressed by flashy graphics, *Tapout 2* doesn't present as much innovation as other recently released fighting games on other platforms. But if you only have an Xbox, then the bloody carnage of the Ultimate Fighting Championship may be good enough for you (at least until *Soul Calibur II* comes out).

—Gerald Villoria



Publisher: Microsoft  
Players: 1-2  
Also On: N/A  
Genre: Fighting

TEEN  
ESRB

# THE ESRB VIDEO & COMPUTER GAME RATINGS

**Find out whether a computer or video game is right for your home.**

Learn more about the Entertainment Software Review Board rating system and how games get rated on [www.esrb.org](http://www.esrb.org).



## EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



## EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.



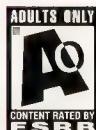
## TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.



## MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.



## ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



## RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:



ZIFF DAVIS MEDIA  
GAME GROUP



# THE WINNERS: READERS' CHOICE 2002

We can't all be winners, but everyone who voted in our Readers' Choice poll is rad. These are the games that you, our readers, picked as the best of the 2002 releases. We couldn't resist throwing in our two cents as well—so peep our picks and see if they match yours. Drum roll, please...here are the winners.

## BEST GAME OVERALL

1. Metroid Prime
2. Grand Theft Auto: Vice City
3. Tom Clancy's Splinter Cell

## BEST PS2 GAME

1. Grand Theft Auto: Vice City
2. Kingdom Hearts
3. SOCOM: U.S. Navy SEALs



## BEST GAMECUBE GAME

1. Metroid Prime
2. Animal Crossing
3. Super Mario Sunshine



## BEST XBOX GAME

1. Tom Clancy's Splinter Cell
2. Metal Gear Solid 2: Substance
3. Steel Battalion

## BEST GAME BOY ADVANCE GAME

1. Metroid Fusion
2. The Legend of Zelda: A Link to the Past and Four Swords
3. Castlevania: Harmony of Dissonance



## BEST PC GAME

1. WarCraft III
2. Age of Mythology
3. Neverwinter Nights

## BEST ACTION GAME

1. Super Mario Sunshine
2. Tom Clancy's Splinter Cell
3. SOCOM: U.S. Navy SEALs



# GAMENOW PICKS

## TOM BYRON

**Best Overall Game:** Metroid Prime.  
I'll admit I haven't played the game all the way through yet, but Miguel has, and c'mon: It's a great piece of work all around, and it came right when GameCube needed it. Way to go Retro Studios.

**Best PS2 Game:** ATV Offroad Fury 2.

**Best GameCube Game:** Metroid Prime.

**Best Game Boy Advance Game:** Yoshi's Island: Super Mario Advance 3.

Quite possibly one of the greatest games ever made.



**Best PC Game:**

*Age of Mythology*.

I love RTSs, and this is one of the more imaginative ones I've played.

**Best Action Game:** Lord of the Rings: The Two Towers.

A movie-based game that got it right.

**Best Racing Game:** ATV-Offroad.

Fury 2.

**Best RTS Game:** Age of Mythology.

**Best First-Person Shooter Game:**

Star Wars Jedi Knight II: Jedi

Outcast.

**Best Game System:** PS2.

I love GameCube, and Xbox is looking really strong, but the sheer number of great titles continues to give PS2 the edge.

**Best Game Publisher:** Nintendo.

Three reasons: Metroid Prime, Yoshi's Island, and Mario Sunshine.

## BEST RACING GAME

1. Need for Speed: Hot Pursuit
2. 2.
2. ATV Offroad Fury 2
3. TIE: Sega GT 2002 and Burnout 2



# GAMENOW PICKS

## SUSHI-X

**Best Fighting Game:** Guilty Gear X2 (PS2).

I agree with my comrade Miguel that Virtua Fighter 4 is an almost divine achievement, but my soul is truly two-dimensional. In the best of ways, of course.

**Best Character Overall:** Hotsuma (Shinobi).

Even I fear Shinobi's protagonist. He is deadly, his manner of dress is quite honorable, and he animates extremely fluidly.

**Best Female Character:** I-Na (Guilty Gear X2).

I am certifiably bewitched. I-Na has me doubting everything I once knew about myself. I cannot resist her twisted gaze. What is this feeling?

## BEST SPORTS GAME

1. Tony Hawk's Pro Skater 4
2. Madden NFL 2003
3. NFL 2K3

## BEST FIGHTING GAME

1. Virtua Fighter 4
2. Mortal Kombat: Deadly Alliance
3. Tekken 4



# GAMENOW PICKS

## CARRIE SHEPHERD

**Best Game Overall:** Animal Crossing.

Cute. Funny. I'm all about it.

**Best PS2 Game:** Kingdom Hearts.

**Best Game Boy Advance Game:**

Phantasy Star Collection.

**Best Male Character:** Tom Nook (Animal Crossing).

Tom Nook is not only

cute, he's the richest

man in town. He

hooked me up with

a house and

a job, and he is

always willing to

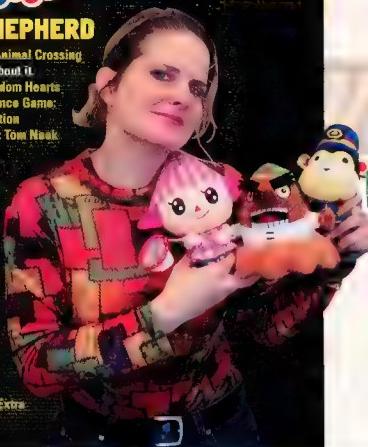
buy whatever I'm

selling. I love him.

**Best Game Developer:** Digital Eclipse.

**Best Place to Buy Games:** Electronics Boutique.

**Worst Game:** Shrek: Extra Large.



# GAMENOW PICKS

## ANDREW BURWELL

**Best Game Overall:** Splinter Cell

**Best GameCube Game:** Metroid Prime

**Best Xbox Game:** Steel Battalion/

Splinter Cell

I really can't decide; I love both games for different reasons.

**Best GBA Game:** Castlevania: HOB

Who would have thought that taking the Bay Area ferry to work could be so much fun?

**Best PC Game:** Anarchy

**Online:** Nutum Wars

**Best RTS Game:** Age of

Mythology

**Best Online Game:** Anarchy

**Online:** Nutum Wars

**Best FPS:** Metroid Prime

**Best Game System:**

Xbox

Thanks for pushing

online and getting

original content like

Steel Battalion.

**Best Character Overall:**

Sam Fisher

**Best Game Developer:**

Nintendo

Thanks for bringing back

the classics like never

before.



## BEST ONLINE GAME

1. SOCOM: U.S. Navy SEALs
2. Phantasy Star Online Ep. 1 & II
3. TIE: Battlefield 1942 and Unreal Tournament 2003

## BEST PUZZLE GAME

1. Tetris Worlds
2. Super Bust-A-Move 2

## BEST ROLE-PLAYING GAME

1. Kingdom Hearts
2. Animal Crossing
3. The Elder Scrolls III: Morrowind



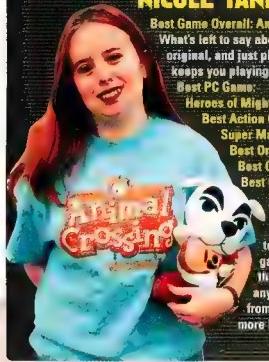
## BEST RTS GAME

1. WarCraft III
2. Age of Mythology



# GAMENOW PICKS

## NICOLE TANNER



**Best Game Overall:** Animal Crossing

What's left to say about it? It's totally unique, original, and just plain fun. What other game keeps you playing for an entire year?

**Best PC Game:**

Heroes of Might and Magic IV

**Best Action Game:**

Super Mario Sunshine

**Best Online Game:** The Sims Online

**Best Game System:** GameCube

**Best Character Overall:** KK Slider

**Worst Game:**

RollerCoaster Tycoon 2

This was a total ripoff. It was touted as a new version of the game when it was nothing more than an expansion pack. Hardly any new features and no issues from the original were fixed. It was more like RollerCoaster Tycoon 1.5.

# GAMENOW PICKS

## MIGUEL LOPEZ

**Best Game Overall:** Metroid Prime

They did it right. There were many doubters (myself included), but they've all been shut up. Now that they've been proven wrong, they're all waiting for the sequel.

**Best Fighting Game:** Virtua Fighter 4 (PS2)

This is easily the best 3D fighter that's come out since Soul Calibur. If you're one of those freaks who likes DOA3 better, come over here and I'll dropkick you personally.

**Best Adventure Game:** Metroid Prime

**Best RTS Game:** WarCraft III

**Best Game Developer:** Retro Studioe (Nintendo Second Party, of Metroid Prime fame)

# GAME NOW PICKS

PHIL THEOBALD



- Best Action Game: Super Mario Sunshine
- Best Adventure Game: Metroid Prime
- Best Online Game: Phantasy Star Online Ep. I & II (GC)

- Best Music Game: Gitaroo Man
- Why didn't anyone buy this game? It's the touching story of a boy, a girl, a robot dog, and a guitar-shaped weapon. What's not to love?

- Best Male Character: Sly Cooper
- Ratchet only wishes he were as cool as Sly Cooper. This tough-guy raccoon had me convinced that crime does pay.
- Best Female Character: Oyu
- The samurai chick from *Onimusha 2* is H-O-T hot. How can you resist that sexy armor?

## BEST CHARACTER OVERALL

1. Samus Aran (Metroid Prime/Fusion)
2. Tommy Vercetti (GTA: Vice City)
3. Link (The Legend of Zelda: A Link to the Past)

## BEST MALE CHARACTER

1. Tommy Vercetti (GTA: Vice City)
2. Link (The Legend of Zelda: A Link to the Past)
3. Mario (Super Mario Sunshine)

## BEST FIRST-PERSON SHOOTER GAME

1. Metroid Prime
2. TimeSplitters 2
3. Medal of Honor: Frontline

## BEST ADVENTURE GAME

1. Grand Theft Auto: Vice City
2. The Legend of Zelda: A Link to the Past and Four Swords
3. Eternal Darkness: Sanity's Requiem

## BEST MUSIC GAME

1. DDRMAX: Dance Dance Revolution
2. PaRappa the Rapper 2
3. Britney's Dance Beat

## BEST GAME SYSTEM

1. PS2
2. GameCube
3. Xbox



## BEST FEMALE CHARACTER

1. Samus Aran (Metroid Prime/Fusion)
2. Kairi (Kingdom Hearts)
3. TIE: Candy Suxx (GTA: Vice City) and Rebecca Chambers (Resident Evil 0)

## BEST GAME PUBLISHER

1. Nintendo
2. Electronic Arts
3. Sega

## BEST GAME DEVELOPER

1. SquareSoft
2. Retro
3. Sonic Team

P.S. To everyone (and there were zillions of you) who wrote in *Halo* as the best Xbox game. *Halo* may be the best Xbox game, but it wasn't released in 2002, so it can't win. Hmmm, maybe I should give a special award anyway.

## BEST PLACE TO BUY GAMES

1. Electronics Boutique
2. Gamestop
3. Best Buy

## WORST COMPANY

1. 3DO
2. Microsoft
3. Acclaim



## WORST GAME

1. BMX XXX
2. Turko Evolution
3. Mortal Kombat Advance

## WORST SYSTEM

1. Xbox
2. PC
3. GameCube

# GAME NOW PICKS

## ETHAN EINHORN

Best Game Overall: Shenmue II

This is not just the best game of played.

Best PS2 Game: Kingdom Hearts

I've beaten it three times now, and I'm still not finished with it.

Best GameCube Game: Resident Evil

The pinnacle of the coolest horror franchise in gaming history.

Best Xbox Game: Shenmue II

The most absorbing game experience of 2002, by far.

Best Game Boy Advance Game: Castlevania: Harmony of Dissonance

Beats Yoshi's Island by a hair because it's a totally new game.

Best Action Game: Sly Cooper and the Thievius Raccoonus (PS2)

Best Racing Game:

Need for Speed: Hot Pursuit (PS2)

Best Sports Game: NBA 2K3 (Xbox)

Best Fighting Game: Virtua Fighter 4 (PS2)

Best Online Game: SOCOM: U.S. Navy SEALS (PS2)

Best Role-Playing Game: Kingdom Hearts (PS2)

Best First-Person Shooter:

Game: 007

NightFire (Xbox)

Best Adventure Game: Splinter Cell (Xbox)

Best Music Game: Gitaroo Man

Best Game System: Xbox

Best Character Overall: James Bond (007 NightFire)

Best Male Character: James Bond (007

NightFire)

Best Female Character: Britney Spears (Britney's

Dance Beat)

Best Game Publisher: Capcom

Best Game Developer: AM2

Best Place to Buy Games: Electronics Boutique

Worst Game: Turko: Evolution

Worst Company: 3DO

Worst System: PC

Worst Character: Oyu

Worst Publisher: Microsoft

Worst Developer: Acclaim

Worst Game System: GameCube

Worst Character Overall: James Bond (007

NightFire)

Worst Male Character: James Bond (007

NightFire)

Worst Female Character: Britney Spears (Britney's

Dance Beat)

Worst Game Publisher: Microsoft

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Worst Game Developer: AM2

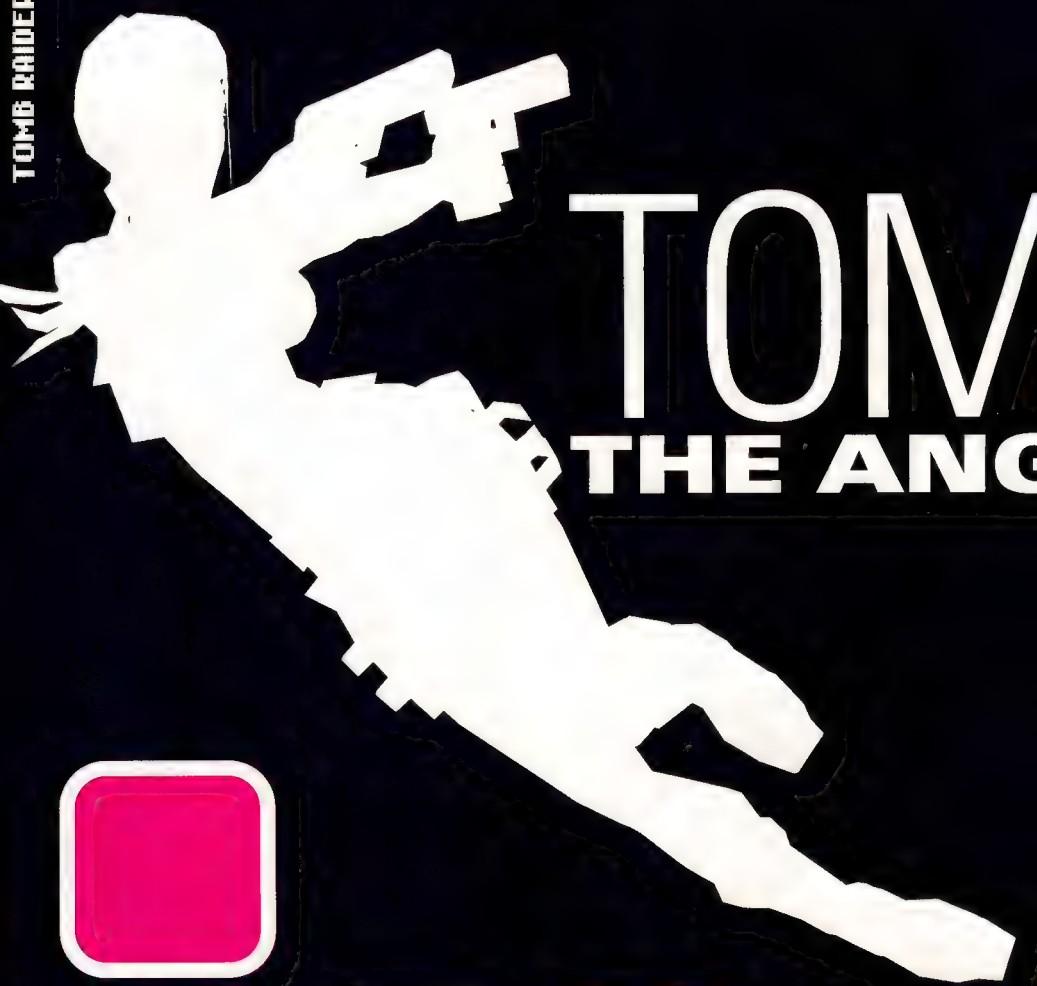
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Worst Company: Microsoft

Worst System: GameCube

Worst Character Overall:

TOMB RAIDER



By Ethan Einhorn



# BRAIDER EL OF DARKNESS

**H**E REAL STORY C'mon—you're curious. It's OK to admit it. Everyone wants to know what's going on with this new *Tomb Raider* game. Well, *GameNOW* finally has the scoop. Core gave us the latest, most up-to-the-minute build of the game, and we're the first magazine in the world to see every single level. So...you got questions? We got answers.

**IN THE BEGINNING...** It's been three years since we've had our hands on a new *Tomb Raider* game. That's a long time by Lara Croft's standards: Since the series' introduction in 1996, gamers were granted a new adventure every November for five years running. The first two games were massive mainstream successes, but *Tomb Raider III* started an unfortunate trend of diminishing returns, and by the

time *Tomb Raider: Chronicles* (the fifth game) rolled around, only Lara's most hardcore fans were still interested in playing. Ms. Croft was overworked and overexposed, and both she and her fans needed some serious time off.

## HERE AND NOW

Enter PS2. The powerful new system's debut was the perfect opportunity for Core to recraft its superstar mascot. "When first sitting down to discuss where we wanted the series to go, we realized very early that nothing short of a complete overhaul would do," explains a developer at Core Design. "It was our first *Tomb Raider* on PS2, and we knew we had the possibility of making something very special. The game has been built from the ground up, whereas in many of the previous games, we used earlier engines. That's how we could release one title a year."

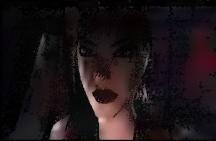
As they say, absence makes

the heart grow fonder, and we think enough time has passed for Lara to be relaunched as a hot commodity. It doesn't hurt that this game is scheduled to debut just prior to the theatrical release of *Lara Croft Tomb Raider: The Cradle of Life*.

## WHAT'S IT ABOUT?

Murder, deceit, and escaping the law: That about sums up the game's opening, and things get bleaker from there.

When we first heard this would be the series' darkest entry yet, we rolled our eyes. Who wants to see bubbly Lara Croft fighting personal demons instead of tigers and street thugs? But *The Angel of Darkness'* movie-like presentation is compelling, and it grounds the downer story so it doesn't come off as silly. Real character development actually takes place; in this new adventure, we get a much stronger sense of what





**1996**

### TOMB RAIDER (Saturn, PS1, PC)

**Best moment:** All's quiet in a large underground canyon when suddenly, a three-story-tall reptile charges at Lara, ready to rip her a new one. Everyone remembers being chased by that giant T-Rex.

**But we'll try to forget:** Lara's boxy, triangular breasts—they were two of the game's most highly touted features, but were pointy enough to poke out a tiger's eyes.

makes this cyber chick tick. All told, it's a smart direction for the series.

*The Angel of Darkness* is just the first part of an arching story that will cover three or four additional games. Explains Core, "The whole story has already been written, and the future games will tie in with this one. People or situations introduced in this game [will] come back later. Instead of three or four standalone games, we've opted for one story broken into chapters.... It's similar to *The X-Files* in that you can watch one episode and thoroughly enjoy it, but if you watch the whole series, it will make a lot more sense."

#### HOW DOES IT LOOK?

Visually, *Angel of Darkness'* two-year development time has gone to good use. Where the PS1 games relied on the "gameplay over graphics" adage to remain viable (man, were Lara's early adventures ugly!), the PS2 game is jam-



packed with impressive eye candy. Walk into a kitchen, and you'll see a meticulously rendered tile floor streaked with blue rays of moonlight. Every pot, pan, and utensil resting on the counter is fully rendered in 3D, and all the wooden drawers can be opened. Make your way down to the inner bowels of an underground fortress, and you'll run across lush, glossy floorboards reflective enough to give you a good peek at Lara's crotch.

While this isn't a cel-shaded game like *The Hulk* or *Dark Cloud 2*, it does have a distinct cartoonlike feel that's stylish



and unique. Imagine the movie sequences from the prior games made playable, and you'll have a pretty good idea of this game's look. It's a significant jump forward from earlier iterations; we looked at *The Angel of Darkness* side by side *Tomb Raider III* and were



**1997**

### RECOGNITION

Lara Croft appears on the cover of *The Face*, a popular British magazine. Inside, she models clothing by Gucci and Jean Colonna. Later on, she gets plastered on the covers of *Time* and *Rolling Stone*.



cliffs than we care to admit.

Worse still, there are no plans to allow old-school gamers to use the traditional digital controls introduced in the first game. Says Core, "We've introduced a new control system because one of the biggest downfalls of the previous games was the difficulty of the controls. We're not dumbing down the franchise, but we've listened to feedback and acted upon it. It appears to actually make the game play more fluidly, and is by far more user-friendly."

We disagree with Core on that. The current controls reminded us of the half-baked analog setup debuted in *Tomb Raider III*, except this new scheme doesn't even feature a Quick-turn button. It's difficult to navigate the game's many small rooms—Lara can never seem to help lurching forward and banging her head against the edges of doorways—and lining up jumps is a real pain.

This is, by far, our biggest

concern: If the controls aren't tightened up, the finished game won't be much fun. Eidos has made a big deal about wanting to playtest the hell out of the game before releasing it to the public. Hopefully, enough beta testers will complain and these kinks will get worked out. We'll keep you updated.

### HEY! CORE SPILLED RPG IN MY ADVENTURE GAME!

We're using the term RPG loosely here. There aren't any gameplay menus or turn-based

battles, but Lara does get to power up her stats. The more she uses a skill, the more potent it becomes. Core calls this character evolution.

"Character evolution allows more experienced and adventurous gamers to get Lara to places other players won't be able to," the team explains. "If you use her properly, her physical attributes will improve, allowing the player to reach obstacles and areas that normally wouldn't be possible. In addition to personalizing Lara to each individual gamer, it also

amazed by the difference four years and one platform evolution makes.

### HOW DOES IT PLAY?

Supposedly, Core has experimented with three distinctly different control schemes for this game, and still insists the one we played with is not final. Boy, we hope that's true, because the present analog setup is tremendously awkward. Press lightly on the right analog stick, and Lara will slowly walk forward; apply a tad more pressure, and she darts into a full run. As a result of the rough speed transition, we dropped poor Lara off more



## 1997

### ROCK STAR

Lara is present in video form at the Papeman World, featuring U2. At right is our unit, favorite clip from the video. Turns out front man Bono is a big fan, and really who can blame him?

1997

**LARA NAKED**

It took a year, but a good nude patch for the PC version of *Tomb Raider* finally makes the rounds online—unintended by Core, of course. Eidos takes legal action to remove the code from fan sites.

1997

**TOMB RAIDER II  
(PS1, PC)**

**Best moment:** This is our favorite *Tomb Raider* game, and there are many terrific moments scattered throughout...but the best of the best? Riding a speedboat in Venice, smashing through a never-ending series of gondolas.

**But we'll try to forget:** The constant need for flares in order to see where you're going. It created a stylish visual effect onscreen, but it wasn't fun.



increases replayability, as you will be able to take slightly different routes depending on your strength levels."

Another new element is the branching conversation setup, which allows players to decide how Lara should pose questions and answers to strangers. In fact, you can prompt Lara to blurt out as many as three different responses to a given question. Core fleshes out the concept for us: "The interaction is more of an RPG element. The option you choose...will alter the gaming experience for better or worse. It's there to allow the gamer to become even more absorbed and [to have more] control than ever before." In reality, there's not much to it—basically, you decide whether Lara is polite or pushy—but it's fun to mess with, and it makes the cut-scenes more interesting to sit through.

**DID LARA TAKE UP SOLID SNAKE AS A PERSONAL TRAINER?**

If you hold down the R2 button, Lara goes into

Fighting mode. With R2 held down, you can click the L3 button to switch between four fighting poses: two-handed dual pistols, one-handed single pistol, two-handed shotgun, and bare fists. The last one is new, and it works a lot like *Metal Gear Solid's* hand-to-hand fighting. Melee combat is useful when you need to take out an enemy quietly; in some areas, gunshots work like alarms, so bare fists become a necessary alternative.

The other Snake-esque addition is a Stealth mode that can be toggled on and off. Lara moves slowly in this mode, but she's a lot quieter and can look around corners without being spotted. It's obviously best suited for defense, but it also has



# 1998

## TOMB RAIDER: THE COMIC BOOK

Lara starts working in the comic biz with a glorified cameo in the *Witchblade* series. The guest slot is so popular, she winds up with her own series.



offensive advantages: If guards and enemies don't hear you approaching, you can sneak up behind them and snap their necks.

## WHO'S THIS KURTIS TRENT GUY?

Core had planned to introduce a second playable character to the series for some time, and it's finally happening in *The Angel of Darkness*. You won't see much of Kurtis Trent—he only appears in a few of the Prague levels—but he's one of the good guys, and his fighting style is distinctly different from Lara's.

Kurtis' weapon of choice is a glaive, a circular boomerang that's as sharp as a razor blade.

Kurtis seems like a pretty interesting character, so we asked Core why he's used so little in the game.

"Lara is *Tomb Raider*," Core explains.

"Because of that, we've tried to bring



[Kurtis] in slowly. We understand fans love playing as Lara, so to try putting Kurtis on par with Lara would be irresponsible at this stage. That's why he can only be played for a limited time; we want to gauge public opinion before seeing where he'll go in the future."

Fair enough. Incidentally, if everyone likes this new fella, the folks at Eidos have made it clear they'd consider handing Kurtis his own game series.

## SO, WHAT'S THE BOTTOM LINE?

We wouldn't rush out to preorder a disc just yet. This is a big, ambitious game crammed with glittery visuals and interesting play mechanics. But if Core's not careful, *The Angel of Darkness* just might collapse under its own weight. In particular, the controls desperately need fixing. For now, we'll wait for the review build with our fingers crossed.

# 1998

## TOMB RAIDER III (PS1, PC)

### Best moment:

*Unlocking All Hallows*. You needed a 100 percent completion level on all prior missions in order to open it. If you weren't hardcore enough to get there, your favorite part would probably have been the kayak sequence.

**But we'll try to forget:** Puzzles that were nearly impossible to solve without a guide. This is the sloppiest game in the franchise.

# 2002

## TOMB RAIDER: THE RIDE

Paramount's King's Island amusement park in Ohio introduces a new theme park attraction: *Tomb Raider: The Ride*. Weird, fun Great America in Illinois got *Batman: The Ride*, so why not?



**1999****TOMB RAIDER:  
THE LAST  
REVELATION**  
(PS1, DC, PC)

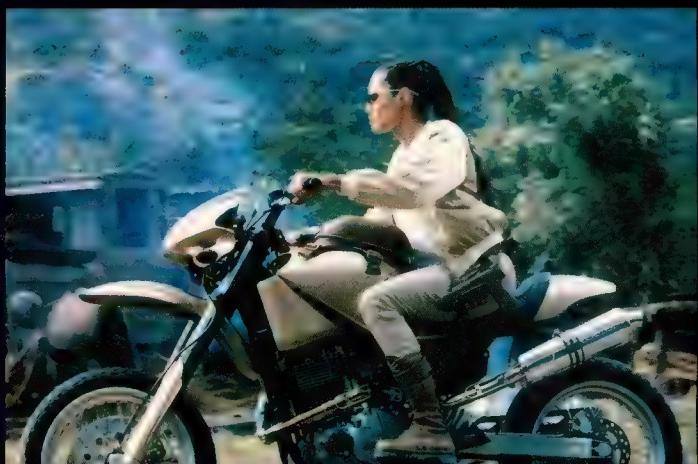
**Best moment:** Lara takes out goons while making her way across a moving train. One of the most intense and exciting sequences in the entire series.

**But we'll try to forget:** Adolescent Lara (age 16) in the beginning of the game. She doesn't look like a spunky teenager—she looks like Mini-Lara, an evil clone who's one-eighth Lara's normal size.

**2000****TOMB RAIDER:  
CHRONICLES**  
(PS1, DC, PC)

**Best moment:** Lara going stealth in that little black cat suit during her visit to VCI headquarters. By this time, the character model was pretty hot.

**But we'll try to forget:** Core's "absolute, positive promise" that *The Last Revelation* would be the final *Tomb Raider* game on PS1. This adventure was average at best; it left a bitter taste in the mouths of most fans.



# LARA CROFT TOMB RAIDER THE CRADLE OF LIFE

By Nick Walkland

Currently filming at Pinewood Studios near London, *Lara Croft Tomb Raider: The Cradle of Life* is in the final tweaks of production. *GameNOW* went on location to get the lowdown, and to chat with the director and Lara Croft herself, Angelina Jolie.

Although critically panned, the first *Tomb Raider* had the biggest opening of any movie with a female star, eventually grossing almost \$300 million. A sequel was bound to happen, with Angelina Jolie back in the lead role. The new movie uses 90 percent of the original's production staff and an all-new director, Jan De Bont (famous for action movies like *Speed* and *Twister*).

From what we've seen, it's fair to say *The Cradle of Life* feels less like a cartoon than the original film. It's realistic, edgy, and multidimensional—all said, much more complex than the first one.

The producers and director really wanted to bring a sense of danger to *The Cradle of Life*. As such, the lighting is darker, areas are compressed to feel claustrophobic, and there's much greater variety to the environments you'll see, from high tech to ancient, mythological to futuristic.

The movie sounds like *Indiana Jones* meets *007*; it's a globe-spanning adventure across Europe, Africa, and Asia. In it, Lara is sent by the MI6 to

find the mythological Pandora's Box, with the goal of retrieving it before the bad guys do. At the movie's start, Lara's on the Greek island of Santorini when a volcano erupts, but that's only the beginning of her troubles.

She faces enemies in rural China (filmed in Wales) and Shanghai, raids tombs (naturally) in China and Greece, visits mystical areas of Tanzania (while occasionally dashing through a petrified forest), skims over the Aegean Sea and through underwater caverns, and even pops into a biological weapons lab in Hong Kong.

Director Jan De Bont is particularly upbeat about *The Cradle of Life*, saying "This is a great story; it's more reality-based than the first film, concentrating on both ancient and modern worlds—it's not so fantasy-based." He adds, "It's a darker, sexier story; it shows Lara's vulnerability, and is more three-dimensional. She's not superhuman; she can be tested; she doesn't always have the answers."

Lara even has a love interest—although, being Lara, it's not a traditionally romantic love. The dude in question is a dark character from her past whose help she must enlist to retrieve Pandora's Box....





# ANGELINA JOLIE ON BEING LARA CROFT

So, how is Lara Croft different, and how does Angelina Jolie feel about playing a game icon? Jolie saunters into the room between scenes, wearing nothing but a body-hugging silver wet suit. "Wow!" would not do her justice. Plus, she turns out to be very amiable and confident about her role. Jolie has no doubt the Lara Croft character has evolved: "She's now more of a woman, and she's a far sexier to me. We've added things and changed her a bit, so she's a little less cute and she's more aggressive."

#### **She's, uh, a more rounded character this time?**

"Yeah. Definitely. We wanted to show what she fears, what she loves, what makes her laugh, and what she finds sexy—all of these things make an interesting film. It's been great to explore all of these things and to put her in situations where she's kind of forced to come out of her stoic exterior."

#### **So, you didn't like being Lara in the first movie?**

"For me, there was that first time I had to walk out in shorts—I personally found that really uncomfortable. Now, I don't mind; now, I've gotten into enjoying being her, whereas

last time, I was...well, I found it ridiculous when I looked in a mirror. [Laughs] I still do, but now I'm enjoying it."

#### **What are the similarities between Angelina Jolie and Lara Croft?**

"We both love adventure, we're both slightly nuts, we both have relationship issues..." Jolie giggles, "...and we find ourselves alone. [We're both] sexy, stupid...she's a fighter and I think I'm very happy when I fight for something I believe in, I'll fight all out for something I care about."

The entire crew, it seems, only has the nicest words to say about Jolie. Says De Bont, "Nobody is more aware of how Lara Croft should behave, or what she would do in any situation. Angelina has developed this character. I really admire her work. Nobody else could play this character. Angelina is amazing."

Stunt Coordinator Simon Crane is the only (tongue-in-cheek) dissenter: "Angelina is a great person, but don't talk to her in the morning—she's bloody bad tempered in the morning."

Look for the movie in theaters mid-July.



# JAPAN YO

## THREE DAYS IN TOKYO

By Miguel Lopez

So you need a vacation from playing games—or just a game-playing vacation? Are you craving the outside world? Well, we've got just the thing for you! Tokyo, Japan! Go there! It's totally a gamer's paradise, and so much more. Going to Tokyo is like taking a vacation from games by going to the place where all the best games in the world come from. Does that make sense? Well, it doesn't really have to. Just know this: If you're into games, the stuff you'll see in Tokyo will make your head explode. And we're going to help you make it happen!

Tokyo is hectic, and a little intimidating if you don't speak the language, but really, it can be navigated—we're gonna show you how. We'll hook you up with maps to show you where all the cool spots are, and we'll give you advice on what to do if you get lost. So just be cool. Follow our advice, keep your wits about you, and have a good time. We gotcha covered.

### Flying In

Yeah, it's a long-ass flight. You'll probably be tired and hating life when you land at Narita (the airport where most international

GAMENOW-style



#### SUSHI SAYS

*Jet lag is nothing to laugh about, friends. When you arrive in Tokyo, do your best to stay up as close to your regular bedtime as possible, even if you're dead tired. Waking up with the morning sun is the best way to adjust your internal clock and ensure that you have a great day.*

flights to Tokyo arrive). But you've got to get to where you're staying. Your best bet is to take an airport limousine. It's not an actual limo; it's a big bus that drives you from the airport to Tokyo. Just tell the English-speaking people at the ticket booth where you're going, and they'll sell you a ticket for about 3,000 yen (about \$25). The buses have set stops, so unless you're staying at one of the larger hotels in the city, you won't get dropped off at your doorstep. The people at the ticket booth, though, will tell you which stop is closest to your spot, and how to get there, if you ask. It's a good idea to have a map, too, in case you need to catch a cab; most drivers don't speak English. Once you get to your hotel, relax—you have a hectic three days ahead of you.



# YOURSELF!

## DAY ONE: SHINJUKU

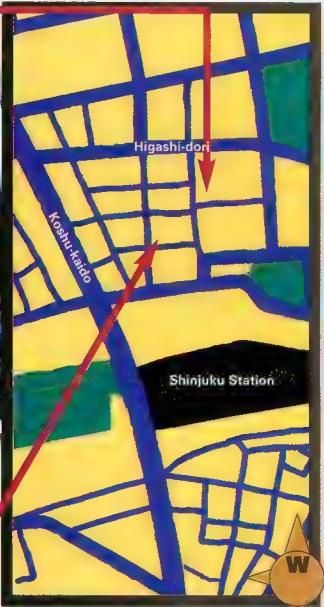
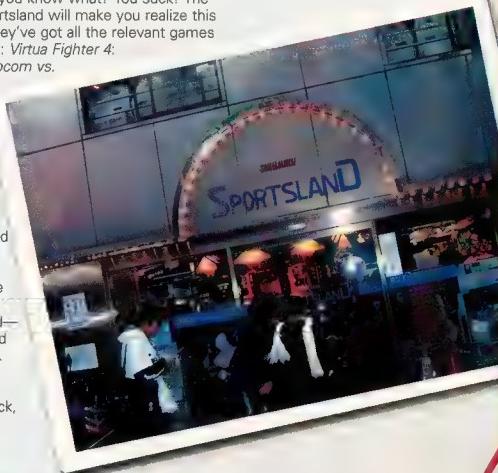
Shinjuku ward is basically the heart of Tokyo. There are tons of crazy skyscrapers that look like they were built 200 years in the future and all sorts of people in suits walking around. It's crazy that what might just be the world's most hardcore arcade is located in this part of town. It's called Sportsland, and if you're into fighting games at all, then you totally have to go there. A few other

arcades you might want to duck into are located in this area as well. There's also a Yodobashi Camera down the street from Sportsland—Yodobashi is a huge Japanese electronics chain, and its Shinjuku store focuses primarily on videogames. Get off at Shinjuku's Japan Rail (JR) station, follow the map, and go nuts. Just don't get in the way of any crazed salarymen.

### Sportsland

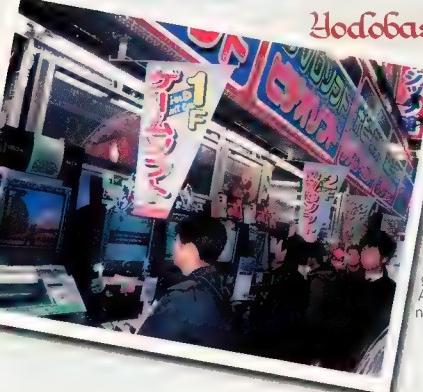
You probably think you're pretty hot at fighting games. Well, you know what? You suck! The people at Sportsland will make you realize this pretty fast. They've got all the relevant games by the dozens: *Virtua Fighter 4*:

*Evolution*, *Capcom vs. SNK 2*, *Soul Calibur 2*, *Guilty Gear XX*, and more. The selection is great, and it allows you to choose the particular brand of ass beating you want to receive. These people are seriously good—Sega reworked *VF4*: Evo's A.I. based on the players at Sportsland. Sick, huh?



### Yodobashi Camera

Shinjuku's Yodobashi is packed with new and old (but not ancient) games. You'll find N64, PS1, Dreamcast, and Game Boy Color stuff along with GBA, PS2, GameCube, and Xbox software (with random classic titles strewn around from the time to time). It's fun to check everything out, but don't go nuts yet. You'll want to save your cash for game-shop heaven—Akihabara. Your wallet will never recover.



**SUSHI SAYS**

Do not be afraid to navigate Tokyo's complex rail system; despite how convoluted it may seem, there are easy ways to make sense of it. Foremost, remember that Japan Rail—Tokyo's biggest subway line—is your friend. It's referred to as JR on all of the signs in the city, and it conveniently travels to all the sites in this guide. Mind your funds, though—public transit in Tokyo is notoriously expensive, and it's not uncommon to spend upwards of \$16 per day on subway tickets. Your wisest option would be to buy an all-day pass when you anticipate doing a lot of traveling. For \$24 in M\$ you'll have all day access to the rails.

# DAY TWO: AKIHABARA

Akihabara is probably what you think of when you think of gaming in Japan. You know how in news stories, you see photos of people lined up outside shops in Japan the night before big product releases? Well, most of those events happen in Akihabara. You can't spit without hitting a game shop, and you can't flail your

arms without smacking a back-alley electronics shop. You'll also be drowning in anime shops, if that's your bag, but don't expect any help from me. It's insane, and yes, you can go broke here if you let yourself. Get off at JR Akihabara station and leave through the Akihabara Electric Town exit. It'll lead you right to the strip.

## Medialand

Medialand is the king of used-game shops. It has a ton of new stuff, too, but by far, the coolest items here are things that you weren't expecting to see. Each floor is dedicated to certain platforms, but be careful of the third floor—that's where they have all the weird porno anime. Unless, of course, that's your thing.

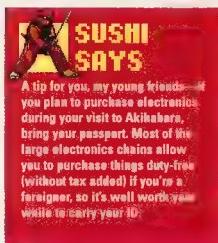


## Games Ark

This place is hilarious. Not only does it have a bunch of weird bootlegged gadgets for your consoles, it also has a pretty impressive collection of American pro wrestling memorabilia and pornographic videogames. The place is also one of Tokyo's biggest spots for import gaming, so if you just have to get a copy of *Turok 3* or that *South Park* N64 game while you're visiting, this is your place.

## AsoBit City

This is arguably the best place in all of Akihabara to buy new games. It has tons of stuff, a bunch of elaborate demo stations, and a whole mess of floors. The first floor is all games, but if you go up, you'll find floors dedicated to music and movies, books, toys and models, candy, and even those really cool real-looking air-powered pellet guns. Good luck trying to take one of those on your flight back, but there's nothing stopping you from shooting stuff at the in-store range.



# DAY THREE: HARAJUKU

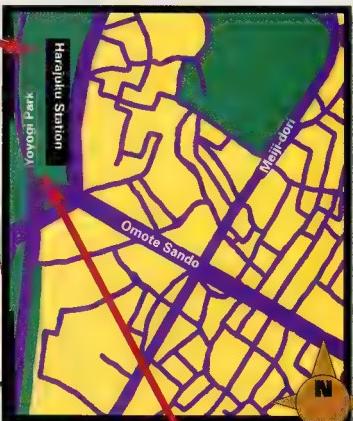
OK, here's the thing: You pretty much have to visit Harajuku on a Sunday in order to experience it at its best. That's when all the teenage girls dress up in their crazy costumes and pose for photographers. It's like Halloween, but it happens every week, and there are usually a crapload of people hanging out taking in the

sights. Apart from this attraction, Harajuku isn't all that games-heavy. It's a really cool part of town, though, with a fresh park right next to the train station, and a whole bunch of young people hanging around. It's great for people-watching, and shopping for clothes, if you're into that.

## Harajuku Station - Sunday

This is the place. Want to see a whole bunch of teenage girls dressed up like a cross between *Final Fantasy VIII* characters and members of KISS? Then this is your spot. At the end of the train station, you'll see a little plaza on the other side of an overpass.

The girls are down with posing for pictures but, you know, don't be a weirdo. Some of their costumes get pretty elaborate, and some even bring in weapons to complete their getups. It's wild, and definitely something to see if you have the chance.



## Yoyogi Park

Just a hop away from the station is Yoyogi Park, one of the greenest areas in Tokyo. Remember when you were a little kid and actually went outside to play? You can totally relive that here. Seriously, it's refreshing to get out of the craziness that is the city and stroll down the tree-lined paths in the park. There's even a really cool shrine you can use to pretend you're in *Onimusha*.

## CONTEST!

Sushi-X was kickin' it in Japan with Miguel, and he's apparently a camera hog, since his mug shows up in every photo Miguel took. So here's the deal: Find Sushi-X in each of these photos and e-mail a description of the locations to [Game\\_Now@ziffdavis.com](mailto:Game_Now@ziffdavis.com). If you get them all right, you'll have a chance to win a sweet super-Japanese *Final Fantasy IX* wall scroll, so start looking. See page 108 for details.

# Pokémon

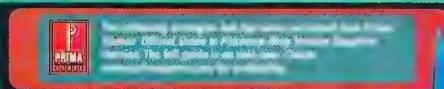
## RUBY & SAPPHIRE

HOW TO CAPTURE A  
LEGENDARY POKÉMON

LOOKING FOR LATIOS AND LATIAS

### CAUTION

You can undertake this quest after you  
complete the first part of the game by  
defeating the Elite Four of the Pokémon League!



# The Battle Tower

## CAUTION

You can undertake this quest after you complete the main story by defeating the Elite Four at the Pokémon League!



### BATTLE TOWER

"Win it all and be the best, TRAINERS!"

After you get Mr. Briney's S.S. Ticket from your dad, you can travel to the Battle Tower whenever you want.

To battle each other without the hassle of a Gym or hanging out along a road,

at the front desk, You'll be assigned to a Battle Room, where the fun starts. Each session at the Battle

Room will last about 10 minutes against these seven trainers (although you can save the game in the middle of a prize. The number of trainers you've



The prizes you win at the Battle Tower depend upon how many groups consecutive you've won. Use the Gold Shield to display in your Secret Base.

Useage of Trainers in a row to win the

Selected in a row is registered on the back of your Trainer's Card and at the front desk.

The basic rules of the Battle Tower are as follows:

- You cannot leave the Battle Room until you've either defeated or lost to seven trainers.

- There is a Level 50 room, a Pokéball up to Lv60 and a Level 100 room for Pokémon up to Lv100.

- Only three Pokémon can participate in the battles.

- Hold Items or Berries.

- When you win a battle, your Pokémon's HP and PP are restored.

at the entrance.

- When you are defeated, the number of consecutive victories you have on

The Battle Tower also has a few prohibitions:

During a battle, a Trainer cannot eat an Item or Berry on his or her

**Gold Shield**: Here's a list of normal prizes:

1st Prize: Grand Prize  
Grand Prize  
Calcium, Carnes, HP Up, Iron, Proteins, Zinc

2nd Prize: Screech, Bright Powder, Choice Band, Focus Band, King's Rock, Luffyars, Mana Herb,

Quick Claw, Scope Lens, White Herb

The Battle Tower is like the

were a whiz at Pokémon stadium, you can use my strategies employed there to be a whiz at the Battle Tower, too.

When preparing a Pokémon team for the Battle Tower, keep a couple of things in mind.



Please register with me to enter a BATTLE ROOM.

### Pokémon

Participating Pokémon do not gain experience points.

When you encounter Pokémon, you can never sleep before in the Battle Tower. They are not added to your PokéBox.

You cannot use more than one of the same type of Pokémon in Battle Tower contests.

- The Pokémon you use in battle cannot each hold the same items.

- You cannot use Legendary Pokémon such as Groudon, Kyogre, or Rayquaza in a Battle Tower contests.



First, the Battle Tower rewards Trainers who use well-balanced teams. Cover

multiple weaknesses by choosing the Pokémon type that beat them. Second, keep play an important role in a Battle Tower series, providing your Pokémon with extra attack power or enabling them in the most of their. Choose your items wisely and use things such as the Quick Claw,

Screech, Iron, Iron, or Citrus Berry, which heals up to 30HP. Also,

level up your Pokémon until it reaches the maximum level requirements. When battling in the Level 50 Battle Room, your competitors will use Lv50 Pokémon, so do the same



# Pokémon Contests



## CHOOSING THE RIGHT CONTEST FOR YOUR POKÉMON

- Normal Rank..... Verdanturf Town  
 Super Rank..... Fallarbor Town  
 Hyper Rank..... Slateport City  
 Master Rank..... Lilycove City

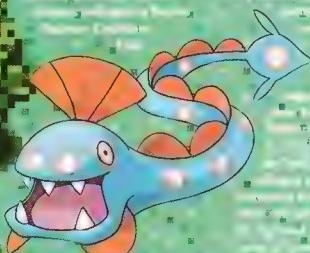
Starting out on the

type of Pokéblocks that Pokémon likes

## PREPARING YOUR POSITION



Each Contest Hall has two Berry Blenders. The unused one is for blending Pokéblocks with your friends using the Game Boy Advance Game Link® cable. Go to the one already in use if you are doing this solo.



## CONTEST TYPE AND COMPLEMENTARY CONDITIONS

	Cool	Beauty	Cute	Smart	Tough
Cool	X				X
Beauty		X			
Cute			X		X
Smart				X	
Tough					X

O = Greatly influences X = Somewhat influences — = No influence

Feed Pokéblocks to your pokémon

## POKÉBLOCKS AND THEIR EFFECTS

### Pokéblock Color Effects

Black	Make this thin-flavored, low-level Pokéblock by putting two or more of the same type of Berry in the Berry Blender.
Brown	The strong sweet flavor increases a Pokémon's Cute Condition.
Gray	Blended of three tastes, this Pokéblock raises three Conditions.
Indigo	The strong dry taste increases a Pokémon's Beauty.
Olive	The strong sour taste increases a Pokémon's Tough Condition.
Purple	The strong spicy taste increases a Pokémon's Cool Condition.
White	This Pokéblock is made up of four tastes and increases four Conditions.
Yellow	Like the other Pokéblocks, this Pokéblock increases all six Conditions.





After you put your Berry in the Blender, the blending starts. Press **□** when the dial swings around to your name. The more accurate you and your partners are, the faster the Blender goes and the smoother the result. You can compare your accuracy with your partners' at the end of the blending cycle. The Pokéblock's level and Feel rating are given at the end of the session, before the Pokéblock is stored in your Pokéblock Case.

If you rely on the public Berry Blender, use the following table to determine what color Pokéblock you'll gain. The table is based upon the Berry you use and the number of partners you have.

Berry Type	2 People at Verdanturf & Fallabor	3 People at Sateport	4 People at Lilycove	Level	Berry Type	2 People at Verdanturf & Fallabor	3 People at Sateport	4 People at Lilycove	Level
Cheri Berry	Red	Red	Red	C	Tamato Berry	Purple	Purple	Purple	B
Chesto Berry	Blue	Blue	Blue	C	Cornn Berry	Indigo	Indigo	Indigo	B
Pecha Berry	Pink	Pink	Pink	C	Magost Berry	Brown	Brown	Brown	B
Rawst Berry	Green	Green	Green	C	Rabuta Berry	LiteBlue	LiteBlue	LiteBlue	B
Aspear Berry	Yellow	Yellow	Yellow	C	Nomel Berry	Olive	Olive	Olive	B
Leppa Berry	Red	Purple	Purple	B	Spelon Berry	Purple	Purple	Purple	A
Oran Berry	Blue	Indigo	Indigo	C	Pamtre Berry	Indigo	Indigo	Indigo	A
Persim Berry	Pink	Brown	Purple	C	Watmol Berry	Gold	Brown	Brown	A
Lum Berry	Green	Purple	Indigo	C	Durin Berry	LiteBlue	LiteBlue	LiteBlue	A
Sitrus Berry	Yellow	Indigo	Brown	C	Belue Berry	Olive	Olive	Gold	A
Figy Berry	Red	Purple	Purple	B	Liechi Berry	Gold	Gold	Gold	A+
Wiki Berry	Blue	Indigo	Indigo	B	Pokéblock Level: A+ = 60+; A = 50–59; B = 24–49; C = 11–23				
Mago Berry	Pink	Brown	Brown	B					
Aguav Berry	Green	LiteBlue	LiteBlue	B					
Iapapa Berry	Yellow	Olive	Olive	B					
Razz Berry	Purple	Purple	Purple	C					
Bluk Berry	Indigo	Indigo	Indigo	C					
Nanab Berry	Brown	Brown	Purple	C					
Wepear Berry	LiteBlue	Purple	Indigo	C					
Pinap Berry	Purple	Indigo	Brown	C					
Pomeg Berry	Purple	Gray	Purple	B					
Kelpsy Berry	Indigo	Gray	Indigo	B					
Quafol Berry	Brown	Gray	Purple	B					
Hondew Berry	LiteBlue	Gray	Indigo	B					
Grep Berry	Olive	Gray	Brown	B					





Pokémon like eating Pokéblocks, so give them well-blended ones!

### THE EFFECT OF A POKÉMON'S NATURE ON POKÉBLOCK LIKES

Favorite Pokéblock	Spicy (Red)	Dry (Blue)	Sweet (Pink)	Smooth (Yellow)	Acid (Green)	Electric (Purple)	Rock (Orange)	Ice (White)	Water (Teal)	Fire (Red)	Grass (Green)	Dragon (Blue)	Psychic (Purple)	Steel (Grey)	Normal (Yellow)	Dark (Black)	Fairy (Pink)	Steel (Grey)	Normal (Yellow)	Dark (Black)	Fairy (Pink)
Spicy (Red)	0	0	0	0	X	-	-	-	-	X	-	-	-	-	X	-	-	-	-	-	-
Dry (Blue)	-	X	-	-	X	-	0	0	-	0	-	X	-	-	X	-	-	-	-	-	-
Sweet (Pink)	-	-	X	-	-	X	-	-	-	-	X	-	-	-	X	0	0	0	0	0	0

O = Easy to raise the stat. Likes the taste of the Pokéblock. X = Hard to raise the stat. Dislikes the taste of the Pokéblock.

## POKÉMON CONTEST FLOW



The audience will vote on their favorite POKÉMON contestants.

The audience decides in the first round of judging.



Now the contestants amaze us with superb appeals of dazzling moves.

The Appeals Round requires the most strategy to win. How well do you know your POKÉMON's moves?

1. **APPEAL**  
The audience loves it when a POKÉMON uses its best move. If you can get your POKÉMON to use its best move twice in a row, you'll be the winner!

2. **RE-APPEAL**  
Using the same move twice in a row is a common tactic in contests. Do not fall into this trap!

3. **TEST IN**  
Test in





# INDIANA JONES<sup>TM</sup> AND THE EMPEROR'S TOMB<sup>TM</sup>

## SOLVING THE ASTROLOGER'S CLOCK PUZZLE

There are a handful of tough puzzles in this game, but don't worry, we'll get you through them. Indiana Jones has his ancient, leathery maps, and you have GameNOW.

The following strategies and tips were excerpted from Prima Games' Official Guide to *Indiana Jones and the Emperor's Tomb*. The full guide is on sale now. Check [www.primagames.com](http://www.primagames.com) for availability.



## PART ONE

### OBJECTIVES

- ✓ Locate the first four key items that will grant passage into the Alchemist's Laboratory
- ✓ Head toward the Alchemist's Laboratory

As you enter a rat-infested hall, note the skeletons scattered about the room. Something isn't right here. There's

a golden crown on a pedestal. It's ripe for the taking, but there's a price if you don't act quickly. Grab the crown and run to the door ahead. Roll out of the room before the door drops to avoid being sealed in the room as it fills with poison gas.

Follow the red carpet to the lever on the left side of the room, near one of the grim reapers. Pull the lever to summon a strange shrouded creature from the depths of the fire pit. Select the crown from your inventory; walk up the steps toward the fire pit (don't get too close to the fire), and present the crown. The creature accepts your gift and raises a control panel consisting of three levers.

The levers control the sun



and moon hands and the ring of symbols on the outer circle of the Astrologer's Clock. By interpreting the symbols on each of the four doors in the room and setting the clock accordingly, you'll gain access to the four keys needed to complete this level. However, you must open the doors in a

particular order based on the item you give the creature. Your first gift was a crown, so go to the first door on your left to view the symbols. Follow the instructions in the sidebar below to gain access to this room.

Walk through the open door to finish the level.

### THE BULL DOOR (GOLDEN CROWN)

Indiana Jones must select the correct symbol on the outer ring of the clock to open the Bull Door. The symbols correspond to the four doors in the room. The symbols are:

- Bull
- Lion
- Fox
- Wolf



# THE ARMORY



## OBJECTIVES

- ✓ Find the Broken Sword
- ✓ Return to the Astrologer's Clock

Destroy the wooden boxes to reveal a medikit, walk to the last stall, and climb up the ladder. Climb another ladder to the

roof where you catch a glimpse of Gestapo agents patrolling the courtyard below.

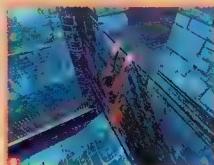
While facing the courtyard, walk as far right as possible, hug the wall, and continue around the corner. Follow the path across the courtyard and past an archway to a ladder. Climb to the top and step through the archway into a room

Walk to the archway on the right side of the room and take a running jump to the chain.

Climb down almost to the end, then swing back and forth until you break the window and jump into the room. If you get lucky, you'll knock over a Gestapo agent as you come crashing through the window

Open the small door and step down into the next room.

Climb up the ladder to the roof, then hoist yourself up and over the ledge to the tower room. Overpower



the single enemy (if you keep the fight near the balcony, knock him over the railing), then walk to the open archway,

where you'll find a zip line. You'll use this later, but for now hang out the other opening and drop to the ledge below.

Walk up the slanted section of roof to reach a window that overlooks the Armory. Kick the glass, and Indy falls into the room, knocking down an enemy agent in the process. Finish him off and go to the glass case in the center of the room, where you'll find the Broken Sword.



# PART TWO



With the Broken Sword in hand, pull the lever to once again summon the creature from the pit. Present the Sword and go to the door opposite the one you just opened. Note the



Broken Sword stabbing the scorpion, and note the positions of the sun and moon. Now, go back to the three levers and set the clock.

Go through the door and continue into the hallway to end this level.

## THE SCORPION DOOR (BROKEN SWORD)

**OBJECTIVES**  
Find Vega's Manifesto



# THE OBSERVATORY

## OBJECTIVES

### ✓ Find Vega's Manifesto



Leave the small room, step outside, and proceed through the archway to a staircase. Walk past the first door and turn the corner as a lone Gestapo agent bursts through the door. Take him out and go inside.

Exit through the left-hand door, defeat the enemy agent, and leap to the chain. Turn to face the ledge, climb up the chain, and swing back toward the building. Then climb up another ledge, walk up the ramp, and continue around the edge of the roof until you reach a short ledge.

Pull your gun and deal with the approaching agents. Climb the ladder to the next level and walk toward the turret. Drop down at the railing's opening and walk around the base of the turret to find a medkit. Continue to the opening and



drop down. Walk to the railing, turn right, and then step out onto the ledge. Jump across the break to the left to grab the



revolver ammo.

Jump back across the break and walk to the corner of the wall. Turn left and whip-swing



## Han's American Observatory Placement





across to the other ledge. Walk around the catwalk to the right and open the door. Note the lever mechanism on the floor near the gears. Collect the missing lever handle, which is upstairs on a table next to the telescope.

Attach the lever handle to

turn the gears, which in turn rotates the telescope. Go back upstairs and look into the telescope to view the constellation of Orion. Then walk toward the small painting to the right and open the secret door. Inside, you'll find Vega's Manifesto.

As two Nazis break down the barred door, climb the ladder attached to the telescope. Step out onto the ledge and proceed to the left; ride the zip line down and across to the next building. Dispatch the lone Nazi and go through the doorway and down the stairs, where

you'll find a water fountain and yet another Nazi.

Go down the stairs, shoot one more enemy agent, and continue down the next stairway. Open the double doors into a small room and then exit through the next doors to finish the level.



## PART THREE

**TWO KNIGHTS DOOR (VEGA'S MANIFESTO)**

Advertisement: "The secret of the past is never dead. It lies buried beneath the present. The past moves us. The past shapes our lives."

How to get there: From the previous level, go up the stairs and follow the path to the right. You will pass through several rooms and eventually come to a large hall with a large clock tower in the background. To the right of the clock tower is a doorway labeled "TWO KNIGHTS DOOR".



Deliver Vega's Manifesto to the creature and then go to the door with two knights set against the backdrop of a scroll (Vega's Manifesto). Set the clock to open the door.

## VEGA'S TOWER

### OBJECTIVES

- ✓ Find the Soul Crystal
- ✓ Return to the Astrologer's Clock

If you have fewer than three medkits in your inventory, pick one up on the table, then continue through the next door. A cut-scene



shows a clock tower and another lower tower, which is your final destination. Jump to the chain and quickly reorient



your position for a leap to the ledge. An agent fires at Indy from the ledge, so you must work quickly.



Go up the stairs and surprise a cigarette-smoking Nazi. Attack quickly and knock him out the window. Take a running jump to the next ledge, follow the path all the way around,



and edge around the corner just enough to pick off the two Nazis on the balcony. Proceed into the room and shoot another



Gestapo agent as he comes down the stairs. Go up the stairs and leap across to the next building.

Go around the base of the turret and whip-swing to the next ledge. Leap to the first chain, and then swing over to



the next one. Climb up and swing over to the ledge.

Follow the path to one more chain and then climb up to the bell tower level. Jump to the ledge and take the elevator up to the clock tower. Pull the lever to open the clock face

Climb the ladder to the wooden deck and pull the lever to launch the hang glider. After landing on the ledge, climb up into the room and grab the Soul Crystal!

When you grab the Soul Crystal, several doors will open, releasing poison gas into the room. Jump onto the bookcases to reach the upper ledge. Take a running whip-swing to the chandelier and then swing across and through the window.

Leap to the chain and climb down to the next level. Then jump to another chain. Climb down and swing into the window. Go down the stairs and open the doors to exit the level.



**Heads-Ahoy! Gestapo! Ahoy!**

After you've cleared the first floor of the building, it's time to head up to the bell tower. You'll need to climb up the chains and swing across the ledges to get to the top. Be sure to keep an eye out for Nazi agents who may be lurking around the corners.



# PART FOUR



The door opens, beginning the final level of Prague, a chilling battle against a hideous chemically altered beast.

## THE SCALES DOOR (SOUL CRYSTAL)

- ✓ Adjust the scales to open the door.
- ✓ Defeat the giant mutant.
- ✓ Collect the Dragon Shard.
- ✓ Complete the quest.



## THE LABORATORY



### OBJECTIVES

- ✓ Recover the Second Fragment of the Mirror of Dreams

As you enter the Laboratory, a giant green mutant breaks out of a glass enclosure and charges at you. The beast launches powerful fireballs and heaves wooden boxes at you. Avoid these attacks as you race around the room looking for small beakers of green acid to throw at the monster.

After you hit it with four beakers of acid, the monster drops to its knees and then flies into a rage, smashing the machine that produces the acid. Among the remnants is a long metal rod tipped with acid. This is your weapon for defeating the monster. Grab the rod and repeatedly beat the

monster. After several blows, Indy finishes the job by ramming the rod through the monster.

After you destroy the monster, pick up the Dragon Shard and walk toward the door to exit the level. You won't make it though—as a can of sleeping gas hits the floor, knocking our hero unconscious. After sleeping through a long plane ride, Indy awakens in Istanbul. The quest continues!



# LIGHTING THE BRAZIERS

## THE CATACOMBS

### OBJECTIVES

- ✓ Explore the Temple of Kong Tien
- ✓ Solve the I Ching puzzle and unlock its secrets

As Indy hits the bottom of the Catacombs, a fireball erupts into a powerful Triad fighter. Fend off the early attack and run through the hole in the wall to collect a spear. It requires several strikes to take out this enemy, so keep moving between blows and try not to lose your spear. After you seemingly destroy the enemy, its spirit will rise and float away. Lucky you—you get to fight it again later.

Climb up the broken stones to reach the beginning of a long hallway leading into the temple. As you step into the hallway, another Triad fighter appears. Jump quickly into the first



alcove on the left to retrieve a sword. Defeat the enemy, then enter the second alcove on the right to retrieve a vial of Tiger Strength. Continue to the end of the hallway and pause at the water fountain. Then pull the

ring on the left wall to raise the panel. Step into the next hallway and prepare for an onslaught. This might be a good time to gizze some Tiger Strength. If you lose your sword, there's another one in

the first alcove on the right. If you lose your weapon again, keep moving down the hall—you'll find two more weapons on the left. Pull the ring at the end of the hallway to open the door and go into the next room.



Defeat more Triad fighters as you advance down the short ramp into the next hall. Turn right, pick up the gong mallet, and strike the gong. Get ready for another wild ride: The floor opens and Indy quickly slides toward a fiery pit. Leap at the last second to grab the ledge on the far side of the pit (this leap is a bit easier if you stay on the left side of the slide).

Grab the blue torch from the wall on your left and light the brazier (stove) to open the door to the next room. Examine the

altar in the center of the room to access an important clue: "You must light all the magical braziers before you can solve this puzzle." So far, you've only kindled one, and there are four doors leading out of this room. Time to get your fire on. Only two of the doors are accessible right now, including the one you just used to enter the room (the left door). Go to the next door on your right and pull the ring. Pull another ring in the short corridor to open the door to a large room. Two Triad

fighters attack—use the devastating blue torch on them. Go through the circular doorway and up the ramp to reach a water fountain. Take either of the two ramps up to the next room, where you'll find two braziers. Light them to open another door. You must light six more braziers to earn the chance to solve the puzzle. Go through the newly opened door and up the ramp, avoiding the orange floor tiles (they trigger lightning bolts). Continue up the next ramp,

avoiding more orange tiles. Follow the path and pull the wall ring to open the door. A telltale growl signals the presence of more Triad warriors. Destroy them and then light the brazier on the right—five more to go. Turn around and go up the ramp on the other side of the room to light the next brazier. Turn immediately to face another Triad onslaught. Go to the brazier that is surrounded by two statues carrying spears. Look for a door with a ring. Pull



it to open the door and follow the ramps down, avoiding more orange tiles, until you reach a

room with a jagged, square hole in the center of the floor (you've been here before). Defeat two

more Triad fighters and follow the ramps down to the lower level. More growls mean more

Triad fighters. Defeat two more enemies and walk through the open door to exit the level.

# THE DRAGON'S CLAW



## OBJECTIVES

- ✓ Complete the I Ching puzzle
- ✓ Recover the Pa Cheng and enter the Temple of Kong Tien



Watch the video and note the open door on the left. This door closes in a few seconds, so run to the door and continue

across the circular blue tiles (they appear as you walk across the bridge) to the next chamber. Light the braziers on either side of the room (only two more to go).

Suddenly, the bridge behind Indy changes. Instead of all blue circles, there is a blue one followed by an orange one. Avoid the orange tiles—they fall when Indy steps on them. Leap from blue tile to blue tile until you reach a string of three orange tiles.

The three orange tiles make it impossible to go farther. The solution is behind you: Turn around and leap over the orange tile to the plain tile (plain ones are safe to land on). Continue going back and note the changing tiles. Step onto the blue tile, and watch the tiles change again. Now, you can turn around and leap over the orange tile to the blue one. One more leap takes you to the last blue tile and you're home free. Pull the wall ring and return to the altar chamber.

Note the door opening to your left. Follow the hallway until you reach what appears to be a sheer drop. A closer

examination with the blue torch reveals a transparent red path across the chasm. Follow the path carefully to reach the other side.

Light the final two braziers to complete the altar puzzle. Return to the red path, but note the changes: The path is still visible, but it's now broken into several segments that are moving randomly up and down. Time your leaps from one segment to another until you reach the end. The path's final section drops very quickly, so watch the movement before leaping.

Retrace your steps through the hallway and return to the altar. Arrange the three rings so the trigram patterns on the inner circle match the trigram patterns on the outer circle (on the floor). When the patterns are aligned, the Pa Cheng, a mystical weapon, is suspended over the altar. Collect the Pa Cheng and exit the room through the open door.

Defeat the Triad fighters by using the Pa Cheng. It can be used for hand-to-hand or ranged combat; if you throw the Pa Cheng, it seeks out a single foe or multiple enemies, slicing through each one before returning to Indy's hand. Follow the path up the ramps, past the lightning-bolt tiles, until you reach the room with the gong.

The temple doors are now open (they're up the stairs, directly opposite the gong). Walk into the outer room, where you face another Triad



attack. The Pa Cheng makes short work of the Triads in their human forms. When they linger as spirits, the Pa Cheng works just as effectively

Continue toward the back of the room and exit through the last alcove on the right to enter the Temple of Kong Tien and exit the level.

# PLAY BALL!

Tips, strategies, and out-of-the-park cheats for your favorite baseball games

By Todd Zuniga

## Put ME in Coach!

There are six baseball games this season, and you've got \$50. Trust us, you won't need to buy more than one. We wade through the hype, so you'll end up feeling like a Hall of Famer.

Game	All-Star Baseball 2004 Acclaim (PS2, Xbox, GC)	High Heat MLB 2004 3DO (PS2, Xbox, GC)	MLB Slugfest 20-04 Midway (PS2, GBA, Xbox, GC)	MVP Baseball 2003 EA Sports (PS2, Xbox)	World Series Baseball 2K3 Sega (PS2, Xbox)	MLB 2004 989 Sports (PS2)
GameNOW Grade	C+	A	B+	B+	B	N/A
We Love	The heartbreaking theme song from <i>The Natural</i> . Plus, downloadable rosters.	Teams intentionally walk Barry Bonds and sub in reserves during blowouts.	The new special pitch whips around like Tony Gwynn's '83 'fro.	The pitcher/batter interface means you're actually pitching, not just catching.	The Franchise mode allows you to hire and fire the managers and coaches that shape your team.	Putting a player through spring training to get him to the bigs.
We Hate	Finding stats is harder than finding a Devil Rays season ticket holder.	Not only do the pitchers do try lame pickoffs to third base. Weird.	This year, the player is nearly impossible. Plus, it's not real baseball.	Huh?	They don't have their sweet time throwing a pitch to the plate (nine seconds).	Players don't round bases. They stop and go. Ugh.
Sim Worth	<b>3/5</b>	<b>5/5</b>	<b>1/5</b>	<b>3/5</b>	<b>4/5</b>	<b>3/5</b>
Fun Factor	<b>2/5</b>	<b>5/5</b>	<b>5/5</b>	<b>4/5</b>	<b>3/5</b>	<b>2/5</b>



STRATEGY NOW

#### Pitching

- Accuracy is the key to pitching. Your heater may have a lot of mustard on it, but if you don't throw it to the right spots, the better will get a tip-off and put it into the cheap seats (or, at least, the gap).
- As your pitcher fatigues, take a little off each pitch. Release the button before the top of the meter in order to keep the green accuracy zone larger.
- Holding the Pitch button down longer will make



pitches more effective. At the top of the meter, fastballs have more speed and breaking balls have more spin.

- The best way to confuse a batter is by changing timing. Mix it up by including some off-speed stuff with your fastballs.

#### Batting

- Pressing Up or Down on the left analog stick controls whether you hit fly balls or grounders. Use this strategically for sac flies and hit and runs.
- The left stick controls the direction of a bunt. If you want to hit one deep up the third-base line, press the stick Up and Left.
- Swing timing is the most important factor in hitting.

Pitchers will try to mix up speeds to fool you.

- Hot and cold zones are extremely important in determining the results of your hits. Be patient and go for more balls in the neutral, or hot zones than ones in the cold zones.

#### Fielding

- Your body momentum affects a throw's power and accuracy. Get your players set or moving toward your target before starting a throw.
- Tapping the Throw button will cause a weaker throw but



gets rid of the ball faster. Use this approach when making short-distance throws.

- There is no Dive button, but if you have a player who can field well, he'll make flashy plays for you.

#### Running

- Runners default to CPU control, which runs cautiously. You'll have to take control if you want to grab an extra base.
- Use the triggers if you need to advance or retreat the baserunners. This helps if you get into trouble and need everyone to go in the same direction.
- When sliding, press Up on the left stick to go in head first. Press Down on the left stick if you want to slide feet first.

#### Franchise

- Games you play earn more momentum than simulated ones.
- The importance of each game is measured by Game Impact. High Game Impacts will have a much more dramatic effect on your Team Momentum.
- Pick your spots when choosing which games to play and which ones to simulate. Rivalry series and divisional opponents will usually carry a higher Game Impact, so it's important to play and win these games.
- Managing your payroll is a matter of negotiation. Players will tend to ask for more than what they will accept. So, lowball 'em!
- Good pitching usually means a good team. Pay attention to your starters and make roster moves to deepen your bullpen.
- When drafting rookies, go for high potential. They're more likely to develop into stars.



EA  
SPORTS  
**MVP**  
BASEBALL  
2003





# WORLD SERIES 2K3 BASEBALL

## Batting

**Power Swing vs. Contact Swing:** It's a safer bet to try a power swing when you're up in the count and expecting a fat pitch. If you're up in the count 2-0 or 3-1, the pitcher will likely throw a strike, so load up and try to bash it deep. Otherwise, go with a contact swing.

### Pitch Preview:

Can't get many hits? Check out Pitch Preview. Turning it on lets you see where the pitch is being thrown when you're batting. If it's a ball, take it; if it's not, swing away!



### Timed Hitting:

To improve your hitting, adjust Batting Control. Play with Timed Hitting. The cursor goes bye-bye, and you no longer have to deal with it. If you're still struggling, turn on Swing Feedback. It'll let you know how you missed the pitch ("Swung Over Ball" or "Swung Low and Inside").

### Drag Bunt:

If you've got a speedy player at the plate, catch the defense off guard with a drag bunt. Press Triangle when you would



normally swing at a pitch.

## Pitching

### Don't Throw Meatballs:

Always nibble at the corners of the strike zone rather than pitch right down the middle. CPU hitters will really punish you if you leave too many balls out over the heart of the plate.

### Be Wary of the Hot and Cold Zones:

Blue zones indicate a hitter's weak areas; red shows where a hitter crushes the ball, and clear zones are neutral. Keep your pitches away from the red zones. CPU batters will learn your tendencies, though, so it's important to mix it up.

### Utilizing Matchups:

Righty-Lefty matchups can be important in the late stages of a game. If your starter is tiring and you need to bring in a reliever to protect a lead, choose carefully. You can use the Quick Keys (press the R2 button on the Pitcher-Batter screen before a pitch is thrown) to see how the opposing team's next few batters stack up.

## Baserunning & Fielding

### The Manual Leadoff System:

Take steps forward with L1 and steps back with L2. Be warned, though, CPU pitchers can be ruthless and will pick you off if you aren't careful. Once you've got your lead, keep your finger near the R1 button.

### Jumps and Dives:

On defense, you can dive and jump with R1. But don't get dive happy. An ill-timed (or unnecessary) dive can turn into an inside-the-park homer. Don't be afraid to let the ball bounce in front of you and keep the runner to a single.

## Franchise Mode

### Drafting Coaches:

When starting a franchise, the Management Draft is key. A



solid foundation of coaches and scouts will find you new talent and develop the talent you have. There are five management positions to fill, and each has a slightly different effect on your team. The batting coach, pitching coach, manager, and minor league director all directly affect the way your players develop. The scouting director acts as your window into all talent that comes to your team. Player ratings (including potential) are colored through his eyes, so the better he is, the closer his ratings will be to reality. If your team seems noticeably weaker on either the batting or pitching side, consider drafting a manager and/or minor league director with a solid rating in that area to balance things out.

### Sorting Categories With The Right Analog Stick:

On almost any screen in Franchise mode, you can press the R3 button (click in the right analog stick) to sort a category from high to low. This is ideal for both the rookie draft and free agent signing periods at the end of the season.

### Deciphering Budget Terminology:

The Team Budget screen (select General Manager/Contracts from the Franchise main menu) is where you can lock up your future stars to long-term deals to ensure they'll be with the team for the long haul. We highly recommend doing this. You are free to negotiate with all players with one year remaining on their current contracts, so it's in your best interest to do so before they hit the open market.

29 MLB teams' financial information is tracked, including expenses and what types of players take up what percentage of your payroll. The most important figure here is Budget Remaining, which tells you how many Budget points you currently have available.

**Budget Remaining** = money made last year (income) - current payroll (Expenses) + reserves left over from last year (Bank). Refer to your Team Budget screen often to help gauge which direction your team is headed financially. Are you spending too much money on older veterans? Is your top player eating away too large a percentage of your overall budget? The Team Budget screen is the place to figure all this out.

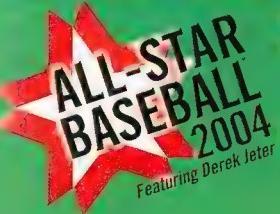
### Locking Up Your Young Stars:

Don't want to lose your key players to free agency? The Contracts screen (select General Manager/Contracts from the Franchise main menu) is where you can lock up your future stars to long-term deals to ensure they'll be with the team for the long haul. We highly recommend doing this. You are free to negotiate with all players with one year remaining on their current contracts, so it's in your best interest to do so before they hit the open market.

## How to Hit the Ball

With the right combination of power and control, you can hit the ball just about anywhere. Here's how to do it:

- Power:** Use the R1 button to add power to your swing. The more power you add, the harder the ball will travel.
- Control:** Use the L1 button to add control to your swing. The more control you add, the more accurate your swing will be.
- Spin:** Use the R2 button to add spin to your swing. The more spin you add, the more curve the ball will have.
- Speed:** Use the L2 button to add speed to your swing. The more speed you add, the faster the ball will travel.
- Angle:** Use the D-pad to change the angle of your swing. The more angle you add, the more curve the ball will have.





# TRICKS NOW

We lose at games so you don't have to

## GAMECUBE

### BLACK AND BRUISED

#### Unlockism

To activate these cheats, just enter the listed name when prompted to name your fighter.

Big-head mode: DAVID TUA  
Dumb fighters: ALESSICA MELTON  
Fart mode: ADAM GARDNER  
Fat mode: RICH OBERDICK  
Invincibility: MUHAMMAD ALI  
Unlock all arenas: LENNOX LEWIS  
Unlock all boxers: MIKE TYSON

### BLOODY ROAR: PRIMAL FURY

#### Secrets

To unlock the following characters, play any mode the listed number of times. You can easily do this by starting a game and then quitting it over and over again.

#### Ganesha

50 times  
Cronos  
100 times  
Kohryu  
150 times  
Uranus

200 times  
**Cheats**

Clear Arcade mode the I std number of times. You can use any character you wish and may continue as often as needed.

#### Movie Player

One time

#### CMD Battle

Three times

#### Kids Mode

Four times

#### Big Heads

Five times

#### Big Arms

Five times

#### No Wall

Six times

#### Min Wall

Seven times

#### Final Round

Eight times

#### Low Speed

Nine times

#### High Speed

Ten times

#### No Blocking

11 times

#### Max Difficulty

12 times

#### Knock Down Battle

13 times

#### Human Only

14 times  
**Beast Only**

15 times  
**Hyper Only**

16 times

## BEACH SPIKERS

**Hot Uniforms!**  
Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial mode (including the noninteractive parts).

#### Fighting Vipers Style

Enter your name as **FPVERPS** for Fighting Vipers Uniforms 109-110, Hair 75, and Face 51

#### Daytona USA Style

DAYTONA for Daytona USA Uniforms 107-108

#### Phantasy Star Style

PHANTASIA2 gets you Phantasy Star Online Uniforms 114-115, Hair 77, and Face 53

#### Space Channel 5 Style

Ooh! La! Get into the Space Channel 5 spirit with ARAKATA, it gets you uniforms 111-113, Hair 76, and Face 52

#### Virtua Cop Style

Tap in to **VSC** for Virtua Cop bikinis 105-106, and cop shades with Sunglasses 94.

#### Sega Style

ORATORII (Uniforms 116-117) gets you Sega...ogs up the wazoo literally

## CEL DAMAGE

#### Cool Cheats

From the Main Menu, screen, choose the Play option and press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose New Name in the Name Entry screen, enter any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm it's the correct code.

#### Brian the Brain and Space World

#### BRAINSAUD

#### Count Earl and Transylvania

#### EARTHSPACE

#### T. Wrecks and Jungle World

#### TWRECKSPAD

#### Whack Angus and Desert

#### WHACKLAND

#### Melee Weapons Open

#### MELEEDEATH

#### Hazard Weapons

#### HAZARDOUS

#### Unique Weapons

## UNIQUEWPNS

#### Plastic Mode

FANPLASTIC (At the Event Select screen, go to Smack Attack and press Down to bring up Event Settings. Choose Event Settings and then move down and select Distance. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded ones.)

#### All FM Sequences

#### MULTIPLEX

#### Unlocks All Cars, Tracks, and Modes

#### PITA

## EXTREME G III

#### Cool Tricks

You can enter the following tricks from the Press Start screen or from the Main menu:

Wii next race: L + R + Z, L + R, L + Z  
Infinite ammo: L, R, L, R, L + R, Z  
Infinite shield: L + R, Z, L + R, Z  
Open all tracks: L, L, R, R, Z, Z, L + R + Z  
Extreme track challenge: L, R, L, R, L, R, Z, L + R  
Prize money: X2 L, R, Z, L, R, Z, L + R

## Design Your Own Patterns

#### Ghostbusters—Palette 11

This month's pattern is a request from Jared Thorbahn of Newark, Ohio. He's a big *Animal Crossing* fan, and apparently, his house is haunted. That must be why he wanted the *Ghostbusters* logo. Place this all over your floor and walls, and you won't have to be afraid of no ghosts. Now, Jared, who ya gonna call?



## Second Sunday - Mother's Day

You can't travel home to visit your mom in *Animal Crossing*, but be sure to visit the mayor at the wishing well. He'll give you a Lovely Phone that you can use to call your dear mumsy.



## Bulletin Board

### May 1 - Spring Cleaning

Attention everyone! It's time to clean up all that garbage that has collected over the past year. What better memento of this day of cleanliness than a model of the town dump? Stop by the wishing well to claim your model from Mayor Tortimer.



### May 5 - Children's Day

Children's Day is a Japanese holiday that celebrates the growth and happiness of children, but we celebrate it here in *Animal Crossing* as well. To commemorate the day, everyone flies carp-shaped streamers outside their homes. On May 5 (and for a few days before), wander around town and check out the beautiful streamers.



**JAMES BOND 007: NIGHTFIRE****Secret Codes**

The following codes must be entered in the Passcode screen

**Open Game Modes**

Unlock all multiplayer scenarios

**GAMEROOM**

Demolition mode: TNT

GoldenEye Strike mode: ORBIT

Protect mode: GUARDIAN

Team King of the Hill mode

TEAMWORK

Uplink mode: TRANSMIT

Assassination mode: SCOPE

**Unlock Multiplayer Characters**

Jaws DENTON

Dodgeball BOWLER

Xenia JANUS

Pussy Galore CIRCUS

Scaramanga ASSASSIN

Baron Samedi VOODOO

Christmas Jones NUCLEAR

Golfering MIDAS

Tuxedo Bond BLACKIE

Unlock all PARTY

**Unlock Stages**

Alpine Escape, POWDER

Enemies Vanquished, FRACTION

Double Cross, BOSSAI

Night Shift, HIGHGROVE

Drone Repair, MINTDOWN

Precious Fire, FLAME

Deep Descent, AQUA

Island Infiltration, PARADISE

Countdown, BLASTOFF

Equinor, VACUUM

**Extra Unlockables**

Get all upgrades: Q LAB

Laser upgrade: PHOTON

Upgrade missiles: LAUNCH

Extra sniper ammo: MAGAZINE

Explosive secrets: ROOM

**Driving Mode Stuff:****Unlock SUV in Enemies****Vanquished Level**

Start the level, pause the game, and hold down L. Then hit B, X, Y, and B.

Release L. You'll restart the level with the SUV from the island

Infiltration level!

**Full Armor in Driving/On-Rails****Levels**

Pause the game and hold L as level starts. Then hit X, B, X, X, and X.

Release L. You'll have full armor

when you unpause. This code can be used repeatedly throughout a level!

**Open Street Race 1 Stage:**

In Enemies Vanquished level, pause the game and hold down L. Then hit

X, X, B, and Y. Release L. The race will begin!

**Speed Up Driving Stages:**

In a driving level, pause the game and hold L. Then hit B, Y, X, B, and X. Release L. You'll have fast armor

when you unpause. This code can be used repeatedly throughout a level!

**Infinite Missiles in Driving Stages:**

In a driving stage, pause the game and hold L. Then hit B, Y, X, B, and X. In sequence, you'll get infinite missiles!

**Upgrade Bullets in Racing Stages:**

Pause the game, hold down L, hit X, X, X, and X, then release L.

**KELLY SLATER'S PRO SURFER****Tubeular Codes**

On the main menu, highlight Extras and press A. On the next screen, highlight Cheats, then press A. Enter the following codes in this screen

**Mega Cheat**

(all hidden surfers, levels, tricks boards, and "Balls" video)

**Character Codes**

Freak 310556217

Tony Hawk 323559787

Tiki God 885554506

Pastrana 8005556292

Ali surfers 9495556799

**Stats and Tricks**

Better basics 2135555721

High jump 217555021

Even higher jump 3175554007

All tricks 5255556043

Max start 2125551776

**Other Codes**

First person perspective 8775553825

Unlock all suits 7025552918

Unlock all levels 3235554497

**LEGENDS OF WRESTLING****Unlock All Wrestlers**

Enter the following code at the Main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, X. If you did it right, you'll get text confirming so

**MX SUPERFLY****Ultimate Cheat**

Enter the following at the Main menu: X, Y, then L + X, then R + Y All tracks, riders, bikes, and minigames will be unlocked

**NBA 2K3****Special Stuff****Unlock Special Teams**

Select Game up from the Options menu. Hold Left on the D pad and Right on the left analog stick and hit Start. The Codes section will now be available from the Options menu

Enter MEGASTARS (all caps) in the Codes menu to unlock the Sega Sports, Vision Concepts, and Team 2K3 teams: n Evolution and Street modes

**STAR WARS BOUNTY HUNTER****Mad Codes**

You must enter the following codes at the Code Setup screen

**Unlock All Concept Art:**

R ARTISTS ROCK

**Unlock All TGC Cards:**

GO FISH

**Unlock Chapters:**

Chapter 1: SEEINGTHREEJUN

Chapter 2: PLANET

Chapter 3: LOCKDOWN

Chapter 4: DUGOUTENTRY

Chapter 5: BANTHATODDO

Chapter 6: MANIAORIANWAY

**Unlock Missions:**

1 BEAST\_PIT

2 GIMMICKYETPACK

3 CONVEYORAMA

4 BIGCITYNIGHTS

5 FATFRMMEAL

6 VOTEATRE

7 LOCK\_P

8 WHAT\_A\_POT

9 SHAFTEE

10 BIGMOSQUITOS

11 ONEFEEADAG

12 WISHADHMYSHIPS

13 MOSGAMOS

14 JUNGLE\_F

15 BIRDSDOGGON

16 MONTFOSSISBAD

17 VCSA\_SBADDR

18 JANGOSBADDET

**THE SIMPSONS: ROAD RAGE****Button Codes**

While in the Options menu, hold the L and R shoulder buttons and then press the following button combination

**Red Soap Box**

B, Y, X

**Simpsters in Mr. Burns' Car**

B, Y, Y

**Nuclear Bus**

B, Y, A

**Extra Money**

Y, Y, Y

**Stop Time**

X, B, Y, A; Press R to start, stop, and reset the timer

**Nighttime Mode**

A, A, A

**Slow-Motion Mode**

A, X, B

**Flat Characters**

X, X, X

**Time Codes**

Change your Cube's internal date to the following in order to unlock these secret characters

**New Year's Krusty**

1/1/02

**Thanksgiving Marge**

11/22/01

**Halloween Bart**

10/31/02

**Christmas Apu**

12/25/01

**SUPER SMASH BROS. MELEE****Secret Characters**

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the metros listed above, the secret character will appear and challenge you. Once you defeat him, he will be unlocked

**Step 1: Take Acid and Flame rounds and the Launcher to an Item Box****Step 2: Place the launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher****Step 3: Leave the Item Box, equip the launcher so it's your weapon, and then open the Item Box and scroll to an empty space. Put grenades in that****Step 4: Open the Item Box again and scroll to the launcher****Step 5: Equip the launcher and then open the Item Box again****Step 6: Open the Item Box again and scroll to the launcher****Step 7: Equip the launcher and then open the Item Box again****Step 8: Open the Item Box again and scroll to the launcher****Step 9: Equip the launcher and then open the Item Box again****Step 10: Open the Item Box again and scroll to the launcher****Step 11: Equip the launcher and then open the Item Box again****Step 12: Open the Item Box again and scroll to the launcher****Step 13: Equip the launcher and then open the Item Box again****Step 14: Open the Item Box again and scroll to the launcher****Step 15: Equip the launcher and then open the Item Box again****Step 16: Open the Item Box again and scroll to the launcher****Step 17: Equip the launcher and then open the Item Box again****Step 18: Open the Item Box again and scroll to the launcher****Step 19: Equip the launcher 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again****Step 98: Open the Item Box again and scroll to the launcher****Step 99: Equip the launcher and then open the Item Box again****Step 100: Open the Item Box again and scroll to the launcher****Step 101: Equip the launcher and then open the Item Box again****Step 102: Open the Item Box again and scroll to the launcher****Step 103: Equip the launcher and then open the Item Box again****Step 104: Open the Item Box again and scroll to the launcher****Step 105: Equip the launcher and then open the Item Box again****Step 106: Open the Item Box again and scroll to the launcher****Step 107: Equip the launcher and then open the Item Box again****Step 108: Open the Item Box again and scroll to the launcher****Step 109: Equip the launcher and then open the Item Box again****Step 110: Open the Item Box again and scroll to the launcher**



Get all modes GAMEON  
Get all tracks TRILBLAZR  
Get all equipment THREADS  
Get all championships GOLDCUPS  
Disable wrecks FLYPAPER  
Unlock San Jacinto Is es GABRIEL

### BATTLE ENGINE AQUILA

#### Godly Cheats

Enter the following cheats when prompted for your name! Just enter the listed name and begin the game God mode: B4K42 (activate from the Pause menu.)  
Unlock all stages IEVAH!  
All gallery items: 10570Y2

### BLOODWAKE

#### Random Codes

These are to be entered in the Title screen

**Invincibility:** Press left stick in, press right thumbstick in, Down, Left, Down, Left, B, Y, Start  
**Infinite turbo:** Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start  
**Infinite ammo:** Black, White, Left trigger, Right trigger, press Right Thumbstick, press Right Thumbstick, Right trigger, Start  
**Open all boats in Battle mode:** Up, Down, Left, Right, Left, trigger, B, X, X, press Right Thumbstick, Start  
**Open all arenas in Battle mode:** X, Y, Up, Right, Left, Down, Up, Down, Left, Right, Left, Start  
**Open all game modes in Battle mode:** Y, A, X, B, Left thumbstick, press Right thumbstick, Black, White, Right trigger, Right trigger, Start

### BMX XXX

#### Cheat Overload

You enter these in the Cheats menu. GameNOW! is not responsible for the content of the unlockables

#### Rudimentary Cheats

Level select XXX RATED CHEAT  
Stage select MASS HYSTERRA

Play as Amish Boy ELECTRICITYBAD

#### Free Bikes

65 SWEET RIDES  
Am st/B's boy: AMISHBOY1698  
-Hecky's bikes: HELKITTY487  
Itch's bikes: TCGOOGIE  
Jordies' bikes: JOYRIDE018  
Kev's bikes: KARMA311  
Le'toy's bikes: LATFY411  
Morgan's bikes: MANUEL415  
M'h's bikes: MAKA36743  
Nutter's bikes: NUTTER1290  
Rave's bikes: RAVE10  
Skeeter's bikes: SKETER666  
Tripledu'b's bikes: TRIPLEDJB922  
Twain's bikes: TWAN18

#### Unlock Levels

Launch Pad 69 level  
SHOWMETHEMONKEY  
Rampage Skatepark level  
IOWARULES

The Dam level THODAM1EVL  
Las Vegas level  
SHOWMETHEMONEY

Roots level UNDERGROUND  
Shattered Hill level BAABAAB  
Syracuse level BOYBANDSSUCK

#### Randomness

Night-vision mode 3RD SOC  
Happy bunny mode FLUFFYBUNNY  
Ghost control mode GHOSTCONTROL  
Super crash mode HEAVYPETTING  
Green skin mode MAKEMEANGRY  
Visible gap mode PARABOLIC

#### Naughty Flicks

All FMV sequences CHAMPAGNE ROOM  
Bonus movie 1 FMV sequence THISISBMAXX  
Bonus movie 2 FMV sequence KEEPTHEPISTOL  
Dumb FMV sequence DOING  
Final Movie FMV sequence DUUDRLRDRSqaure

Las Vegas 1 FMV sequence  
H GHSEAMS  
Las Vegas 2 FMV sequence TASSLE  
Launch Pad 69 1 FMV sequence  
JFLNGPO  
Launch Pad 69 2 FMV sequence  
PEACH

Rampage Skatepark 2 FMV sequence  
BURLESQUE

Sheep Hills 1 FMV sequence  
ONLDOLLAR

Sheep Hills 2 FMV sequence 69

Syracuse 1 FMV sequence  
FUZZYKITTY

Syracuse 2 FMV sequence  
MICHAELHUNT

The Bronx, NYC 1 FMV sequence  
LAWLESS

The Bronx 2 FMV sequence  
SHITPLASCE

UICP Roots Jam 1 FMV sequence  
BOOTYCALL

Park editor: BULLETPOINT

### BUFFY THE VAMPIRE SLAYER

#### Holy Unlockables

Play as Dark Buffy in Arena  
Black, White, Y, Black, Black,  
White, Black, Black, White, Black  
Black, White, Black, Black, Black,  
White, White. A screen will confirm correct entry

#### Unlimited Health

Y, White, Black, Black, White, Y,  
Black, Black, Black, Y, Y, Y. A screen will confirm correct entry

#### Unlock New Arenas

Y, Y, White, Black, Black, Y, Y, Y,  
White, Black. A screen will confirm correct entry

#### CEL DAMAGE

**Invincibility:** Put in CODY for a name  
**Various Cheats**  
Put in ENCHILADA! for a name

### DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

Redhead Bikini  
Wanna see DOA4EV's ending without having to actually play it?  
Too bad. To do so, you'll have to beat it at least once. When that happens, you'll be able to choose a Leaves Tomorrow option at the hotel when you retire at night. Doing so will let you use the ending sequence immediately.

**Hidden Songs:**  
You can find these two hidden music tracks in the game after you beat it once

"How Crazy Are You" by Meja  
"Is This Love" by Bob Marley

Use the save file you beat the game with and you'll be able to select the songs from the Radio menu. Easy as pie!

#### DEATHROW

Get More Credits  
In the Manage Team screen, hold the White button for 60 seconds.

The number of credits depends on the diff.cu.level. You'll have to reboot the Xbox to perform the trick more than once.

**Unlock All Arenas**  
Enter the name MOREROM for the fourth player

**Unlock All Teams and Players**  
Enter the name ALL150 for the fourth player

**Unlock Everything**  
Enter the name SouthEnd (case sensitive) for the first player

**Unlock Extreme Difficulty**

Enter the name NOFEAR for the fourth player

**Unlock Multidisc**  
Enter the name CONFUSED for the fourth player

### DRAGON'S LAIR 3D

Unpick Rewards Menu  
To open the Rewards menu, enter the following code: R, press in Left analog stick, R, press in Right analog stick, R, press in Left analog stick, R, press in Right analog stick, R, press in Right analog stick, R, Black, R, White, R, Black, Back. Then simply start the game

### ELDER SCROLLS III: MORROWIND

**Various Cheats**  
These codes must be entered through the Stats menu, with the

### FUZION FRENZY

**Various Cheats**  
Enter the following codes from the Pause screen  
First-person mode: Hold the left trigger and enter Y, B, Y, B  
Scroll through Mutant mode: Hold left trigger and enter Y, B, X, X  
Welsh on: Hold left trigger and enter Y, Y, Y, Y  
Squeaky voices: Hold left trigger and enter Y, X, Y, Y  
Hardcore cartoons: Hold left trigger and enter Y, Y, X, X

### GAUNTLET X

**Bonus Goodies**  
Enter the following passwords as your player name  
**SM Dwarf**

### KAO292

#### Ex-Employee Chris

CS222

#### Football Dude

TRZ21

#### Manager Mike

DB626

#### Karate Steve

SJ864

#### Created by Don

AVR584

#### Schoolgirl

AYA555

#### Cheerleader

CR721

#### Rat Knight

TR333

#### Regular Garm

GAH986

#### Sicky Garm

## TESTER TIPS: The Sims

Here are some tips for three of the multiplayer scenarios in *The Sims*:

- The Frat House (or The Popularity Contest)**  
How to Get It  
Complete the objectives in the Reality Bites house.  
**Objective:**  
Be the first to make three friends at the party. Spread rumors about the other player's Sim to ruin their friendships while you improve your own. Once your Sim and the Sim you're trying to impress have Relationship scores of 50 for each other, they'll be friends. The first player with three friends gets to party in the hot tub!
- Teaser Tips:**  
Use the Spread Rumor interaction to ruin the relationship between your opponent and the targeted Sim. Start with Talk and Joke if your Relationship score is low, and then work your way into Better Relationship-building actions.
- Club Abhi (or Club of Hearts)**  
How to Get It  
Throw a rager in the Hot to Trot house.  
**Objective:**  
You have 10 minutes to make more guests fall in love with you than with your opponent.  
**Tester Tips:**  
There's a problem if you're in

a room with two Sims that love you. If you do a romantic social interaction, one of the Sims will become jealous and their heart will be broken. To avoid this, move to empty rooms and use the Call Over interaction so you can do some kinky-pinky without hurting anyone's feelings. You can also steal lovers away from the other player.

If you are alone, you can make your Sim interact with the other player's Sim and clog their queue with your own interactions. This is a dirty trick, but like they say, "All's fair in love and war."

**The Museum (or Get Your Cool On)**  
How to Get It  
Borrow 800 simoleons from Mom or the Money From Mom house.  
**Objective:**  
Use your relationship-building talents to squeeze

money out of unsuspecting investors. The better they think you know them, the more money they'll give you. The player who swindles the most money before closing time wins!

**Tester Tips:**  
Concentrate on getting high Relationship points with a particular Sim, and then ask them for money. When you get money from a Sim, it will reduce your Relationship score with them, but the score will still be higher than with Sims you haven't interacted with. If you chat them up again, you can borrow money more quickly than you can by asking strangers.

If you try some social interactions and they don't go so well, move on to another Sim—had social interactions lower Relationship scores. When your Relationship score with another character gets too low, that Sim will refuse to lend you any money.

appropriate statistics highlighted  
Restore health, Highlight "Health" in the Stats menu, and press Black, White button for 60 seconds.

The number of credits depends on the diff.cu.level. You'll have to reboot the Xbox to perform the trick more than once.

**Unlock All Arenas**  
Enter the name MOREROM for the fourth player

**Unlock All Teams and Players**  
Enter the name ALL150 for the fourth player

**Unlock Everything**  
Enter the name SouthEnd (case sensitive) for the first player

**Unlock Extreme Difficulty**

Enter the name NOFEAR for the fourth player

NUD069

#### Happy Face

STX22

#### Chainsaw

KJH105

#### Punkrock

PNK66

#### Ninja

TKAT118

#### Employee Stig

STG333

#### Waitress

GARM00

#### Summer

SUM224

#### Sky General

SKY100

#### Mountain General

MTN200

#### Town General

TWN300

#### Castle General

CAS400

#### Ic General

ICE600

**Desert General**

DES700

**Battle General**

BAT900

**HITMAN 2: THE SILENT ASSASSIN****Murderous Codes**

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.

The following codes must be entered during gameplay:  
God mode: R, L, Up, Down, A, R, L, Black, W, Up  
A1 weapons: R, L, Up, Down, A, Up, X, A  
Slow motion: R, L, Up, Down, A, Up,

Full health: R, L, Up, Down, A, Up, Down  
Punch mode: R, L, Up, Down, A, Up, Up  
Gravity: R, L, Up, Down, A, L, Lethal charge: R, L, Up, Down, A, Black, Black  
Bone mode: R, L, Up, Down, A, Up, White  
Megaforce: R, L, Up, Down, A, R, R  
Nailgun mode: R, L, Up, Down, A, White, White  
Enter this one from the Title menu  
Level select: R, L, Up, Down, X, Y, B

**HUNTER THE RECKONING****Extra Weapons**

In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B, Cycle through your weapons with the B button and you will have the flame thrower, a better machine gun, a banzooka and more! (Note: You can put this code 'n only once per game.)

**JAMES BOND 007: NIGHTFIRE****Secret Codes**

The following codes must be entered at the Passcode screen:

**Open Game Modes:**

Unlock all multiplayer scenarios: GAMEROOM

Demolition mode: TNT

GoldenEye Strike mode: ORBIT

Protect mode: GUARDIAN

Team King of the Hill mode: TEAMWORK

Uplink mode: TRANSMIT

Assassination mode: SCOPE

**Unlock Multiplayer****Characters:**

Jaws: DENTAL

Odiejib: BOWLER

Xenia: JANUS

Pussy Galore: CIRCUS

Scaramanga: ASSASSIN

Baron Samedi: VODOOD

Christine Jones: NUCLEAR

Goldfinger: MIDAS

Tuxedo Bond: BLACKIE

Unlock all: PARTY

**Unlock Stages:**

Alpine Escape: SNOWDR

Enigma Vasquez: TRACTION

Double Cross: BONSAI

Night Shift: HIGHWAY

Crash Recept: MELTDOWN

Phoenix Fire: FLAME

Deep Desert: AQUA

Island Infiltration: PARAD-SE

Countdown: BLASTOFF

Equinox: VACUUM

**Extra Unlockables:**

Get all upgrades: Q LAB

Laser upgrade: PHOTON

Upgrade missiles: LAUNCH

Extra sniper ammo: MAGAZINE

Explosive screen: BOOM

**LEGENDS OF WRESTLING****Unified all wrestlers**

In the Main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Right, Y, X.

**LORD OF THE RINGS: THE FELLOWSHIP OF THE RING****Codes of Power**

The following codes must be entered during regular gameplay:  
Infinite amino: X, Y, B, X, A, B  
Infinite magic (Gandalf): X, Y, A, X, B, X  
Infinite ring power (Frodo): Y, B, A, B, Y  
Unlimited health: Y, A, X, B, A, Y

**MEDAL OF HONOR FRONTLINE****USA Power Codes**

Enter these codes into the Enigma Machine (the typewriter thing) Do it right, and you'll see a green light Bullet Shield: NOHTISFORU  
Unlock Mission 2: BASS  
Unlock Mission 3: STURGEON  
Unlock Mission 4: PIKE  
Unlock Mission 5: TROUT  
Unlock Mission 6: CATFISH  
Earn Gold Star: SALMON  
Paintball RMV: COTOBREATH  
Animation Reel: FLIPBOOK

**NASCAR THUNDER 2002****Driver Codes**

Enter any of the following Fantasy Driver names at the Create a Driver screen

Joey Joulwan

Michelle Emser

Audrey Clark

Dave Alpern

Benny Persons

Troy Hayes

Buster Auton

Chuck Spicer

Crispy Hillworth

Daryl Wolfe

Dave Nichols

Diane Grubl

Jim Hannigan

Dick Payson

Josh Neelor

Katrina Goode

Kristi Jones

Mandy Misik

Rick Edwards

Rich Humphrey

Sasha Soares

Scott Brewer

Cheryl King

Tom Renedo

Traci Hultzapple

Ken Patterson

**Extra Tracks**

Boca Chica

Finish first in points in the Road Course Challenge

Devil's Canyon

Finish first in points in the Short Track Challenge

Cocoa Beach

Finish first in points in the Super-speedway Shootout

Albuquerque

Finish first in points in the Full Season

**Bonus Drivers**

Every time you successfully complete Season mode, two bonus drivers are unlocked. Complete Season mode eight times to unlock all drivers.

**Championship F1 MV**

Successfully complete Season mode from one to eight times to unlock a championship-win video that corresponds to your number of wins

**NBA 2K2****Unlock Special Teams**

Choose the Game Play entry in the Options menu, press hold Left on the D-pad and Right on the analog stick and start Y. Go back to the Options screen and you'll see a new Codes entry. Enter MEGASTARS at the Codes screen and you'll unlock the NBA 2K2, Sega Sports, and VC teams.

**OUTLAW GOLF****Dirtty Codes**

Unlock all golfers, courses, clubs, and events. Create a new file under the Game\_Gone\_Wild folder.

Bonus costumes at the Character Select screen, hold L and hit Y, White, Y, Black, Y

**PRISONER OF WAR****1L3T C0d5z****All Levels Unlocked**

get1eng3

**All Daily Events Unlocked**

all\_mes

**First-Person Viewpoint**

Boston (or "A" rank in Camp 5)

**Top-Down Viewpoint**

Fox ("A" rank in Camp 4)

**Unlimited "Goodies"**

Dino ("A" rank in Camp 4)

**Giant Germans**

Muffin ("A" rank in Camp 2)

**Guard Awareness**

Guard ("A" rank in Camp 1)

**Impervious to Bullets**

Fatty ("A" rank in Camp 3)

**QUANTUM REDSHIFT****Friendly Code**

To access the following cheats, create a new character and name it CHEAT. You'll be taken to a Cheat menu, where you can enter the individual codes. Note: The following codes are case sensitive.

**Infinate Shields:**

ThickBlast

**Unlimited Turbo:**

FishFace

**Unlock All Characters:**

Nemotodo

**Unlock All Speeds:**

zoomZOOM

**Unlock All Easter Eggs:**

CIOChoc

**Upgrade All Ships:**

RICOUp

**RALLISPORT CHALLENGE****Various Cheats****Bonus Cars**

Get a few bonus cars and some extra tracks without earning them, follow this method: On the Main menu... choose Start Game and then choose Create a New Profile. On this screen, enter your name as one of the following to unlock the bonus cars you can use in Career mode

**Classic**

Put in your profile name as "TheGoodStuff" and then choose OK. This will give you the Saab 9-3. If you do this four times, Ford Focus, Jalopy, Datsun X-10, Ford Escort, Jalopy, Datsun X-10, Ford Focus, Mitsubishi Lancer EVO 6, Subaru Impreza H1 Climb, Mitsubishi Lancer Evolution, Deuta Integral, and Nissan Skyline in Career mode.

**Expert**

Put in your profile name as "WheelieWheel" and then choose OK. This will give you the Saab 9-3. If you do this four times, Ford Focus, Jalopy, Datsun X-10, Ford Escort, Jalopy, Datsun X-10, Ford Focus, Mitsubishi Lancer EVO 6, Subaru Impreza H1 Climb, Mitsubishi Lancer Evolution, Deuta Integral, and Nissan Skyline in Career mode.

**Endurance**

Put in your profile name as "TheLongHaul" and then choose OK.

This will give you the Peugeot 405

HC, Audi Quattro SI HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC, and it will open the endurance races in Career mode.

**Unlimited**

Put in your profile name as "Geronimo" and then choose OK.

This will give you the Peugeot 405

T6 HC, Audi Quattro SI-HC

Climb, Suzuki Grand Vitara PP

Special, and Toyota Tacoma HC in Career mode.

Put in your profile name as "TheHugger" and then choose OK.

This will give you the Peugeot 405

HC, Audi Quattro SI-HC, Suzuki

Grand Vitara PP Special, and Toyota

Tacoma HC in Career mode.

true as a playable character

T H U G S R U S Open yet another

thug as a playable character

F R E A K O U T Opens still a fourth

thug as a playable character

C A P T A I N S T A C E Y Opens a

helicopter pilot as a playable

character

R E A L H E R O Opens a security

guard as a playable character

O R G A N I C W I N G S Gives

you unlimited web fund

C H I L L O U T When playing as

Green Goblin, your gilder will never

overheat

F O M I T A S Allows you to skip

levels from the Pass menu

D O D G E T O Y O U R H E A D Unlocks Matrix

mode

S P I D E R-B Y T Shrinks Spider-

Man by a considerable degree

G O E S T O Y O U R H E A D Big

Head mode

J O E L S P E A N U T S Big head

mode for enemies

C U N D E R H E A D S Unlocks Matrix

mode

First-Person View mode

First-person View mode

Passport

Every Character Available

AllChar

Every Wetsuit Available

LaPinta

Stay on Your SeaDoo

topPod

Maxed-Out Performance

Meter

PMeterGo

Difficult Courses

Hobb e

Increased A.I. Difficulty

AllOutA

Every FMV Available

Festival

Time Trials with UFO

F18

**STAR WARS: JEDI STARFIGHTER****Everything Unlocked**

In the beginning, choose a name for your saved game, then on the Main Menu screen, access Options. On the Options screen, choose the Code section. Enter the following codes: LONCO and press Y to type them. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story mode will be unlocked and ready to play.

**TONY HAWK'S PRO SKATER 3****All Goals and Medals**

From the Main menu, access Career mode and then access Choose Skater. Pick the skater of your choice and go back to the Main menu. Next access Options. From the Options screen, access the Cheats option. Now, put in your code as "stiffcomp" and choose the Accept Changes option. You will hear a cash register sound if the code is entered correctly. This will unlock all the levels and give you all the medals and medals for the skater you chose. Do this method for each and every skater in the

game to unlock all the hidden cheats in the game.

#### **Every FMV Open**

At the Main menu, access Options From the Options screen, access the Cheats option. Now, put in your code as ROLLIT, then choose the Accept Changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden FMV sequences in the game.

#### **100% Stats**

At the Main menu, access Options From the Options screen, access the Cheats option. Now put in your code as "juice4me" and then choose the Accept Changes option. You will hear a cash-register sound when the code is entered correctly. This will unlock all of the stat fields for your skater.

#### **All Decks**

At the Main menu, access Options. From the Options screen, access the Cheats option. Now, put in your code as "newboard" and then choose the Accept Changes option. You will hear a cash-register sound when the code is entered correctly. This will unlock all of your skater's decks.

### **TRANSWORLD SNOWBOARDING**

#### **Cool Codes**

Enter these codes as your name to unlock the following tracks.  
Unlock all boards JORMA  
Unlock all reward videos ELOKUVAT  
Unlock all levels (minus After Aksa)  
AksaAKS  
Unlock After Dark level WE' COME FROM KOCMOC  
Unlock second outfit PUUKKA

### **TRANSWORLD SURF**

#### **Various Cheats**

Input during the game (Code Unlock first) Warning: These are hard to get working.

#### **Temporary Code Unlock**

Press Up, Up, Down, Down, Left, Left, Right, Up, Left, Up, Left, Down, Right, Up, Right, Up, Left.

#### **Green Surf**

Back, Up, Down, Left, Right, Up, Left.

#### **Easy Floating**

Back, Up, Down, Left, Right, Right, Up, Left.

#### **Full Special Bar**

Back, Up, Down, Left, Right, Down, Up.

#### **Disco Light Show**

Back, Up, Down, Left, Right, Down, Right.

#### **Different Colors**

Back, Up, Down, Left, Right, Up, Right.

#### **Disable Heads-Up Display**

Back, Up, Down, Left, Right, Up, Right.

#### **Paddle Faster**

Back, Up, Down, Left, Right, Down, Down.

#### **Invisible Board**

Back, Up, Down, Left, Right, Left, Up.

#### **Shark Surfing**

Back, Up, Down, Left, Right, Right, Down.

Back (4) disables codes

### **UFC TAPOUT**

#### **Unlockable Characters**

##### **Bruce Buffer**

Win UFC mode with a J characters

##### **John McCarthy**

Win UFC mode with Bruce Buffer

##### **Mario Yamasaki**

Win UFC mode with John McCarthy

##### **The Cat**

Win four consecutive matches in Arcade mode.

#### **Femme Fatale**

Win eight consecutive matches in Arcade mode.

#### **Ice-T**

Win 16 consecutive wins in Arcade mode.

#### **Mask**

Win 77 consecutive matches in Arcade mode.

### **WWF SHACKDOWN: JUST BRING IT**

#### **Play as Fred Durst**

Choose Stlobbercock Match Then pick the Undertaker Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself! Who would have thought that he could wrestle?

#### **Unlock Everything**

Go to the Main menu, and enter the following code while holding down the L trigger Right, Right, Left, Left, Down, Up, B. This will open every hidden feature in the game.

### **X-MEN: NEXT DIMENSION**

#### **Unlock All**

In the Ma menu, hold down the Left Trigger. Then press Right, Right, Left, Down, Up, B.

### **PLAYSTATION 2**

#### **AGENT UNDER FIRE**

##### **Secret Codes**

Un lock Assassination mode SCOPEx Explosive geometry BOOM Un lock all levels PASSPORT Protect mode GUARDIAN Un lock team King of the Hill TEAMWORK Uplink mode TRANSMIT

### **ATV OFFROAD FURY 2**

#### **Unlock Everything**

Enter "greenup" into the Cheat menu.

### **BALDUR'S GATE: DARK ALLIANCE**

#### **Assorted Codes**

Unlock Drizzt Do'Urden At the Character Selection screen, hold down L1 + R1 and hit Triangle and X simultaneously. You will see a message that the trick was entered correctly. You'll have to wait till your game starts to find out. Level skip and invincibility During normal gameplay, hold down L1 + R2 + Left + Triangle and hit Start. Select the appropriate cheats from the menu that pops up.

Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level-one feats.

### **BLOODYRAYNE**

#### **Bloody Cheats**

You will need to access the Cheat menu, from the Outro screen. To prepare a cheat, combine the columns of words to form a single long word. You'll receive a confirmation if you've entered it correctly. When in the game, you'll have to activate the cheat from the Pause menu. D smemberment INSANEG BSMODE=GOOD F II! bloodst ANGRYXXX NSANE=HOCKER

Freeze enemies DONTARTONOSCAR

God mode TRIASSASSIN=DONTDLE

Jugger mode JUGGYDANCESQUD

Piggan health LAMEYANKEDONTFED

Show weapons SHOWMEMYWEAPONS

T me factor NAKEDNASTYDISHAWARDNANCE

### **CONTRA: SHATTERED SOLDIER**

#### **50 Lives**

At the Title screen, enter Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 on the second controller. This will give you 30 lives. A DualShock controller is required for this code to work.

### **CRAZY TAXI**

#### **Yellow Codes**

On the Mode Selection screen, choose Arcade or Original. Then enter these tricks as shown:

#### **No Arrows**

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold R1 + Start until the Driver Selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

#### **No Destination Mark**

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold L1 + Start until the Driver Selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

#### **Expert**

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold L1 + R1 + Start until the Driver Selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

#### **Taxi Bike**

On the Driver Select screen, quickly press L1 + R1, L1 + R1, L1 + R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of a car.

#### **Another Day**

On the Driver Select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

#### **View Changes**

You must have a second controller plugged into port 2 of your PS2 for this trick to work. In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press one of the following buttons to see these new views:

First Person Circle (Press Circle again for Rear View)

M/H Square

Third Person Triang e

Normal View X

### **DAVE MIRRA FREESTYLE BMX 2**

Enter the following codes on the Main Menu screen.

#### **Alternative Outfits**

##### **Dave Mirra**

Up, Up, Down, Down, Right, Left, Up, Up, Square

##### **Ryan Nyquist**

Up, Down, Down, Left, Down, Up, Up,

##### **Mike Laird**

Left, Left, Right, Up, Up, Right, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

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##### **Leigh Ramsdell**

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##### **Joey Garcia**

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##### **Tim Mirra**

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##### **Mike Laird**

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##### **Leigh Ramsdell**

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##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

##### **Tim Mirra**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Mike Laird**

Up, Down, Right, Left, Left, Up, Up, Right, Square

##### **Leigh Ramsdell**

Up, Down, Down, Left, Down, Down, Down, Left, Square

##### **Joey Garcia**

Up, Down, Up, Left, Down, Right, Down, Right, Square

Luca viewing room, on the counter

#### Al Shed Primer VIII

Mithren road, a g-ftr from Rin

#### Al Shed Primer IX

Mithren road at the new road north

#### Al Shed Primer X

Mushroom Rock road, Cliff area

#### Al Shed Primer XI

Djose Road

#### Al Shed Primer XII

Mountain, North shore

#### Al Shed Primer XIII

Gudossan found in a room on the far left

#### Al Shed Primer XIV

Thunder plans as a gift from Rin

#### Al Shed Primer XV

Macalana Forest on the road to the take

#### Al Shed Primer XVI

Macalana Lake in front of the inn

#### Al Shed Primer XVII

Sanubia Desert central porton left side

#### Al Shed Primer XVIII

Sanubia Desert central porton right side

#### Al Shed Primer XIX

Al Shed city of Home

#### Al Shed Primer XX

Al Shed city of Home, residents area

#### Al Shed Primer XXI

Al Shed city of Home, road area

#### Al Shed Primer XXII

Bouve le Temple

#### Al Shed Primer XXIII

Calin Lands, Northwest area

#### Al Shed Primer XXIV

Romance temple

#### Al Shed Primer XXV

Cave under the mountain

#### Al Shed Primer XVI!

Omega rooms

#### Cactuar Locations

You can find nine Cactuar

#### First Cactuar

Oasis near the first save point

#### Second Cactuar

Sanuba Desert (East) In the alcove to the east, north of the tent with the save point

#### Third Cactuar

Sanuba Desert (West) Search the sign near the Cactuar rock that says &#9220.20% off&#222;

#### Fourth Cactuar

Sanuba Desert (Central) Near the ruins to the west, look for two Cactuars running around the desert

#### Fifth Cactuar

Sanuba Desert (East) Near the Save point under the tent

#### Sixth Cactuar

Sanuba Desert (West) Trapped in the treasure chest in the far west

#### Seventh Cactuar

Sanuba Desert (Central) Inside one of the sand whirlpools You must exit and reenter the area

#### Eighth Cactuar

Oasis teleport back to the ariship and go on the outside deck

#### Ninth Cactuar

Sanuba Desert Return to the Cactuar statue and the last one automatically appears behind you.

### GRADUUS III AND IV

#### Elite Code

You can do these commands multiple times in *Gradus III*. In *Gradus IV*, you must beat the first level of the game to do the tricks, they can be done once per level beaten, thereafter if you don't use the power-up trick in a level, you can build it up to use it multiple times in the next level

#### Double Weapon Power-Up

In *Gradus II* or *IV*, pause the game during play and enter Up, Up, Down,

Down, Left, Right, Left, Right Square, Triangle

#### Laser Weapon Power-Up

In *Gradus III* or *IV*, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle

#### Hidden Modes in Gradus IV

Enter Stage 9 in Extra mode

#### Gradus 1 Stages Appear in Extra Mode

Get hit with a bullet from the boss of Stage 10

#### Extra Edit appears in Extra Mode

Complete the entire game once

#### More Weapons

Complete game in Extra Edit

#### Hidden Modes in Gradus IV:

#### Boss Rush Mode

Complete the entire game once

#### Stage Select

Complete the entire game without using a Continue

#### Full Power-Up in Gradus IV

Beat the level with the last boss. After this, press Start to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle

#### Gradus 2 Unpause the game and your ship will be fully powered-up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by cleaning multiple levels without using

Up, Up, Left, Up, X, R1, R2, L1, L2

#### Crazy Pedestrians

Play as Hilary King, R1, O, R2, L1, R2, L1, X, Triangle, X, L1, Up, Down

#### Year Different Outfits

Right, Down, Left, Up, L1, L2, Up, .Left, Down, Right

### GRAND THEFT AUTO: VICE CITY

#### Feloniously Cool Codes

Enter these codes at any point during regular gameplay

#### Cheat!

Get weapons (set 1) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 2) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 3) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 4) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 5) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 6) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 7) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 8) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 9) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 10) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 11) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 12) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 13) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 14) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 15) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 16) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 17) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 18) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 19) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 20) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 21) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 22) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 23) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 24) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 25) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 26) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 27) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 28) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 29) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 30) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 31) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 32) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 33) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 34) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 35) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 36) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 37) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 38) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 39) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

#### Get weapons (set 40) R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right

12, L1, Right, B1, L1, X, R1

Play as Hilary King, R1, O, R2, L1, R2, L1, X, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right

Play as Mercedes R2, L1, R2, L2, Left, X, Square, L1

Play as Phil Cassidy, Right, R1, Up, R2, L1, Right, R1, L1, Right, O, Right

Play as Sonny Forell, O, L1, O, L2, Left, X, R1, L1, X, X, Right





R1 + R2 - Select (This only refills the currently selected weapon. If you wish to refill the others, switch weapons and enter the code for each corresponding weapon.)

#### Heal to 99%

L1 + D2 + R1 + R2 - Select

#### Armor 100+

L1 + R1 + Select

### STAR WARS BOUNTY HUNTER

#### Mad Unlocks

The following codes must be entered from the Code Setup screen.

Unlock All Concept Art R ARTISTS ROCK

Get All TGC Cards. GO FISH!

#### Unlock Chapters

Chapter 1: SEEHOWTHEYRUN

Chapter 2: CITYPLANET

Chapter 3: LOCKDOWN

Chapter 4: DUGSOLENTY

Chapter 5: BANTAHOPODOO

Chapter 6: MANDALORIANWAY

#### Unlock Missions

1: BEAST PIT

2: GIMMIE MY TEEPACK

3: GIVEMEGRAMA

4: GIVEMEIGHTS

5: LEATERNERMEAT

6: VOTFATBELL

7: LOCKUP

8: WHAT A RIOT

9: SHAFTED

10: RIGMASQUITOS

11: ONEDEADG

12: WISHSHADHIMSY

13: MSGAMOS

14: TUSKENS R US

15: BIG BAD DRAGON

16: MONTRASSISAD

17: VOSASBAADER

18: JANGOSBADDEST

#### STAR WARS STARFIGHTER

##### Password Codes

On the Main menu, access the options and then go to Code Setup. Then enter the following passwords to unlock each cheat as shown.

#### Unlock All Levels

OVERSER/This will give you everything except the bonus multiplayer missions.)

#### Bonus Multiplayer Missions

ANDREW

#### Secret Ship for Bonus Missions

BLESN

#### Disable Cockpit Display

NOHD

#### Ship and Cast Pics

HEROES

#### Pre-production Art

PLANETS

#### Pictures of Simon Simon

SIMON

#### Development Team Pics

TFAM

#### View Credits

CREDITS

#### Invincible Mode

MANME

#### Jar Jar Mode

JAR.JAR/This will reverse your ship's controls)

#### Director Mode

DIRECTOR/This will give you alternate camera angles. Press Select for the views and R1 for zoom.)

#### Christmas FMV

W02/This opens a video of a Nym having trouble opening a door. When he finally banishes it, he gets a strange Christmas greeting.)

### STAR WARS SUPER BOMBAD RACING

#### Button Codes

Enter the following codes at the

Main Men., screen

#### Boba Fett

Square, Circle, Triangle, Circle, Square, Circle. Boba Fett's ship will replace any ship you choose on the Racer Selection screen.

#### ATT Tank

Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the Racer Selection screen.

#### Speed Start

Press and hold X + R2 immediately before the final race light appears.

#### Super Speedy Mode

L1, L1, L1, R2, Square

#### Super Arena Mode

Up, Up, Down, Down, Left, Right, Left, Select

#### Grr! Power Enabled

Down, Select

#### French Language

Select, Select, R2

#### Italian Language

Select, Select, L2

#### English Language

Select, Select, Circle

#### Slip 'N' Slide Mode

Left, Right, Square, Circle, L1, L2

#### Backward Racers

L2, L2, L2, Circle, Select

#### Super Spinning Mode

Up, Left, Down, Right, Left, Up, Down, Select

#### Super Honk

Circle, Circle, Circle, Circle, L2, Select

#### Death Star Power-up

R1, R1, R1, Up, Left

#### Infinite Boost

L1, R2, L2, R2

#### Unlock Space Freighter Arena

L1, R1, Select, Circle

#### All Racers Are Shaak

Up, Right, Down, Left, Select

#### All Racers Are Haadu

L1, R1, L2, R2

STAR WARS THE CLONE WARS

#### Access Codes

These codes must be entered from the Codes field, which is accessed from the Bonuses screen in the Options menu.

Gain all bonus mission objectives GIMME

Level select DOORCONUT

Unlock all multiplayer missions JORG SACUL

View new team photos JEDICOUNCIL

Gain invincibility DARKSIDE

Unlock all modifiable items in Gedoch Academy ACEDOTH GEDOHL

Unlimited armor SUPERLASER

Unlock all FMs 12 PARSECS

Unlock battle droid TRADEFFO

Unlock Wookiee Geonosis Academy NGHHERDER

#### STATE OF EMERGENCY

##### Unlock Characters

Unlock Spanky, Right, Right, Right, Triangle, Triangle

Unlock Freak, Right, Right, Right, Circle

Unlock Bu!, Right, Right, Right, X

#### Unlock Weapons

AK47, Left, Right, Down, R2, Triangle, Flame Thrower, Left, Right, Down, R1, Circle

Granade, Left, Right, Down, R2, Square

Molotov Launcher, Left, Right, Down, R1, Square

M16, Left, Right, Down, R2, Circle

Mingun, Left, Right, Down, R1, Triangle

Molotov Cocktail, Left, Right, Down, R2, X

Pepper Spray, Left, Right, Down, L1, Square

Pistol, Left, Right, Down, L1, Triangle, Rocker Launcher, Left, Right, Down, R1

R1, X

Shoulder, Left, Right, Down, L2, Triangle

Tazer, Left, Right, Down, L1, Circle

Tear Gas, Left, Right, Down, L1, X

#### Random Stuff

Big player, R1, R2, L1, L2, Triangle

Little player, R1, R2, L1, L2, X

Rep.-car-sized player, R1, R2, L1, L2, Circle

Inf. nite ame, L1, L2, R1, R2, X

Triangle

Inf. nite time L1, L2, R1, R2, 0

Complete current mission, Left, Left, Left, Left, Triangle

Invisibility, L1, L2, R1, R2, Square

Looting on the Rise, R1, L1, R2, L2, Triangle

Pandches Decapitate, L1, L2, R1, R2, X

go to the Title screen and press L1, R2, L1, Right, Left, L3, R3

#### Unlock All Items

To make all the items available, go to the Items screen, hold down R1 and J, then press Up, Square, Left, Square, Square, Square, Right, Square, Square

#### Unlock All Layouts

To unlock all mission layouts, go to the Mission Select screen and press R3, L3, R2, L2, R1, L1

#### Unlock All Missions

To unlock all the missions in the game, go to the Mission Select screen and hit L1, R1, L2, R2, Right, Square, L3, and R3

#### Unlock Bonus Stage

To unlock the bonus stage, go to the Title screen and press L1, Up, R1, Down, L2, Right, R2, Left

#### STREET HOOPS

##### III Codes

Enter all these codes in the fancy Cheat menu boxes

#### Block Party

R1, Circle, L2, R2

#### Power Game

Tap R2, Circle, L2

#### Black Ball

R2, R2, Circle, L2

#### Red, White, and Blue Ball

Circle, R2, Square, R2

#### Clown Outfits

Star, L1, Square, Circle

#### Tuxedo

L2, L2, Circle, Square

#### Pimp Costumes

R1, Square, Circle, L2

#### Cowboy Clothes

Circle, R2, R2, R1

#### Kung-fu Outfits

Circle, Circle, Square, L1

#### Santa Claus

R2, L2, R2, L2

#### STUNTMAN

##### Unlock Staff

From the Main menu screen, choose the Stuntman career option. Next choose the New Game option. On the Password screen, enter any one of these codes [Note: All the codes are case sensitive, so be sure to enter the upper and lowercase letters exactly as shown.]

#### Access All Cars

Enter SP.DR to unlock every car in Training modes and Stunt Constructor

#### Access All Toys

Enter Melf to unlock all the toys in the Stunt Constructor

#### SUPERMAN: SHADOW OF APOLLOKIPS

##### Assorted Codes

Codes must be entered from the Cheats section in the Options menu

J.D.R.F. Infinite superpower

LANA/LA/NG. Opens all movies

LARA. Opens all biographies

#### TENCHU 3: WRATH OF HEAVEN

##### My Ninja Style

This feature can be entered at the parent spots throughout the game. Look at each codes listing for info.

#### Increase Items

To increase the number of items in your inventory, go to the Items screen, hold down R2 and Z, and then press Square, Square, Square, Up, Left, Down, Right

Regain Health

To fully heal yourself, nit Pause, and then press Up, Down, Right, Left, Square, Square, Square

Unlock All Characters

To unlock all the playable characters,

Days 2-5

to the Title screen and press L1, R2, L1, Right, Left, L3, R3

#### Unlock All Items

To make all the items available, go to the Items screen, hold down R1 and J, then press Up, Square, Left, Square, Square, Right, Square

Right, Square, Square, Right, R2, R2

Complete most of the missions in the current day to open the next day

#### EX MISSIONS

Complete all the missions in a day to open the EX missions

#### Final Mission 2

Complete all 3 the hidden missions and the final mission to unlock this true final mission

#### Music Player

Complete Cross's Mission and you'll unlock this Sound Test mode

#### Quick & Crash Trick Extra Modes

Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot, and 10 Seconds

#### Shoot Away II Trick Extra Modes

Earn the high score in the Retro mode to unlock an updated version of the classic game Shoot Away II

### TOYS

#### TOY HAWK'S PRO SKATER 3

##### Backdoor Codes

Go to the Main menu and select the Options menu, then go to Cheats and enter the code BACKDOOR. You will hear a sound indicating you've entered it correctly. Now, start a new game. Once you're in the game, press the X button. There will be a new option called Cheats. Select it to open a Cheat menu, which allows you to toggle on or off a bunch of cheats. Use the X button to turn a code on or off, hit the X button.

#### TOY HAWK'S PRO SKATER 4

##### Crazy Physics

Enter "crazy" at the Cheat menu to make the physics crazy

#### TWISTED METAL: BLACK

##### Button Codes

In the middle of the game, press and hold L1 + L2 + R1 + R2. Keep holding down this button combination and enter one of the following codes. Make sure you have the control settings on Classic before entering these tricks. Each trick will immediately appear on the screen if it's been entered.

##### Invisibility

Up, Down, Left, Right, Right, Left, Down, Up

##### God Mode

Up, X, Left, Circle

##### Killer Weapons

X, X, Up

##### Mega Gun

X, X, triangle

##### Weapons for Health

Xangle, X, Square, Circle

##### New View for Weapons

In the game, press Right+Select to get a different look for your weapon icons

#### TY THE TASMANIAN TIGER

##### Assorted Cheats

The following codes can be entered during regular game play:

#### Reveal All Items

L1, R1, L1, R1, Triangle, Triangle, Right, Square, Square, Right, R2, R2





0598/98	Jigen Bakudan 9002065	Megamorph 2204645	Prohibition 4371135	Star Boy 08/201910
Gemini Elf 69140098	Jinzo 7785513	Megazowler 75390004	Protector of the Throne 10071456	Steel Ogre Grotto #1 29172562
Gemini 49370026	Jnto # 32602911	Meotoxa 53632565	Psychic Kappa 07892180	Steel Ogre Grotto #2 90908427
Germ Inflection 24668830	Jru Gumo 94773007	Mesmeric Control 48642904	Pukunking the King of Ghosts	Steor Scorpion. 13599884
Ghoul with an Appetite 95765975	Judge Man 30113982	Messenger of Peace 44656491	29152157	Steel Shell 02/370061
Giant Flea 41762534	Just Desserts 24054809	Metal Detector 75646520	Punished Eagle 74703140	Storm Pack. 83225447
Giant Germ 95718994	Kagemonji of the Blue Flame.	Metal Dragon 09239377	Queen Bird 73081602	Stone Armadill 63432835
Giant Meon-Sidher 72299832	16/01533	Metal Fish 55986462	Queen of Autumn Leaves 04179849	Stone Ogre Grotto 15023985
Giant Rat 37017120	Kagemonji 80000490	Metal Guardian 68339286	Queen's Double 05901497	Stop Defense 63102017
Giant Rat-Esneake 58631585	Kaiju 76534149	Melancholy 65645458	Rageon 17250804	Stuffed Animal 71086283
Giant Scorpion of the Tundra	Kaiju Dragon 04956432	Merakum 95063071	Rainier 56260110	Succubus Knight 55291391
41403766	Kaiju-Kruman 69298540	Millepede 47986555	Rainbowbird 21347610	Summoned Star 701052
Giant Soldier of Stone 13039948	Kaminari Attack 02653271	Millennium Shield 32012841	Ravenous Wolf 51267887	Supernatural 04/224246
Giant Trance 42703248	Kaminarizou 15508984	Milus Redant 07489323	Rene 80519007	Swing Battleground 40453761
Giant Turtle Who Feeds on Flames	Kam-on-toro 41540440	Mir 37539892	Ray & Temperature 85309439	Sword Arm of Dragon 13089086
95981563	Kanikabutai 84103704	Momozumi Warrior 46864967	Reaper of the Cards 33096139	Sword of Dark Destruction 37120512
Gift of the Mystical Elf 98299011	Karako Matz 23289281	Mirror Face 40457582	Red Archery Gun 65570586	Sword of Deep-Seated 84983134
Gigante 33621888	Karonala Warrior 54541900	Mirror Wall 23599800	Red Medicine 58189636	Sword of Dragon's Soul 61040855
Giga-tech Wulf 08471389	Kattapola 81179446	Misaruzami 33178416	Red-Eyes Black Dragon. 74774722	Swords of Revealing Light. 7232043
Githa the D Knight 51826279	Key Mac # 202541432	Moltor Destruktor 13984334	Red-Eyes Black Metal Dragon*	Swordsman from a Foreign Land* 85275550
Gobelin Fan 04149588	Killer Neeble 889/9991	Monster Eel 36121917	64335904	Swordstalker 00500653
Goblin's Secret Remedy 11688925	King Fox 84686841	Monster Eye 84133098	Reinforcements 17184387	Taor of the F-ckle 43641473
Goddess of Whim 67951980	King of Yamakita 69455834	Monster Reborn 37384718	Relinquished 64631486	Tainted Wisdom 2875004
Godness with the Third Eye	K Seitar 04266835	Monster Tamer 97162389	Remove Trap 51482758	Takriminos 440/2668
53493204	Kokujou 110184620	Monstrous Bird 35712107	Respect Play 08051260	Takurone 03107832
Gokkoku 15670370	Kotobiana 19406822	Moon Envoy 45890477	Restructr Revolt! 00518961	Tao the Chancer 46247516
Gonzo 75791744	Kounir Dragon 67724379	Mooyan Curry 58074572	Reversal Trap 77622396	Temple of Skul 00732302
Gradual Diez 74173509	Kurokotobiki 05712652	Morphingen 55784784	Rhamundos of the Red Sword	Tenderness 5/935140
Gragger 02906250	Kurokotobiki 05712652	Morphing 33397/19	62403074	Terra the Erre 6 63080047
Gravelgazer Chau 82642267	Kurumi vs Chou 27305089	Morphing 33397/19	Right Hand of the Forbidden One	The Big Game 00032654
Gravekeeper's Servent 16762927	Kurumi 65705894	Mother Grizzly 57833750	Right Leg of the Forbidden One	The Bewitching Phantom Thief 2438704
Graverobber 61705047	Kuruboi 4064057	Mountain 50913801	061142921	The Bistro Butcher 110/819
Gravestone and the Hand of Invitation	Kwagger Hercules 95144193	Mountain Warrior 04931567	Ring of Magnetism 20436034	The Cheerful Caffe 41142615
27094555	Lamp 7359047	Myrion 3147/025	Rinyoku 34016755	The Drakon 08945475
Great Bell 55691901	Labyrinth Tan 95515425	Mushroom Man 14181608	Rising Air Current 45778832	The Eye of Truth 34964160
Great Mammoth of Goldfine	Lady of Faith: 17351876	Mushroom Room 3 53900406	Roaring Ocean Snake 19066538	The Flute of Summoning Dragon 43973174
54622031	LaLu Li-o 09430387	Mus can King 56907398	Robin' Gobb 89/736	The Forceful Senty 42829885
Great White 13498900	Lervae 94765535	M-Warr or 1 # 56342351	Rock Ogre Grotto # 68846917	The Furious Sea King 18710707
Green Phantom Krog 22910865	Laser Cannon Armor 77007920	M-Warr or # 37231455	Rogue Doli 1939806	The Immortal of Thundra 84927638
Greengapple 61810383	Last Day of Witch 90330453	Mysterious Puppeteer 5408121	Rook Water 39040808	The Inexperienced Spy 81802689
Griffre 53629412	Last Will 85020118	Mystic Horsemen 68515705	Rose Spectre of Dunn 32485271	The Little Swordsman of A le. 2510950
Griggle 95744531	Laughing Flower 42591472	Myst C Lang 96949915	Royal Decree 51452091	The Regulation of Tribe 00296499
Ground Attacker Bugroth 58314394	Launcher Spider 87323273	Myst: Plasma Zone 18161786	Royal Guard 93923798	The Relabeled Guardian 19430817
Gruesome Goo 65623407	Lava Batt egard 20394040	Myst: Ploba 49251811	Rude Kaiser 26378150	The Shadowy Graw 43429480
Gryphon Wing 55808151	Left Arm of the Forbiden One	Myst: Nitromato 83011277	Rush Kickshay 70408172	The Shallow Grave 43429480
Guardian of the Labydon 82972678	Left Leg of the Forbiden One	Myst: Calm 56011200	Ry-Kishi 5303238	The Shaking Haze 43429480
Guardian of the Sea 85449831	Leg/Leg 44519536	Mystical Moon 36097978	Ryuu-Hyakure 24611934	The Shaking Stake 43429480
Guardian of the Throne Room	Legendairy Sword 16185411	Mystical Sand 32751480	Ryu-Hyakure Prepared 24611934	The Shaking Stake 43429480
4/870985	Lego/H 37074224	Mystic Sheep # 1 30451366	Saber S 001 57391140	The Shaking Stake 43429480
Gust 73073065	Lesser Dragon 55446429	Mystic Sheep # 2 38464209	Saggi the Dark Clove 66602787	The Thing That Hides in the Mud 1810767
Gust Fan 5521970	Light of Intervention 62887251	Mystical Space Typhoon 05318639	Salempanda 32268091	Tie Un

Valkyron the Magna Warrior  
75347539

Vermilion Sparrow: 35752363

Versago the Destroyer: 50259460

Vile Germs: 39774685

Violent Raan: 49042323

Violet Crystal: 15052462

Vishwar Randi: 78556320

Vorde Ranger: 14898066

Waboku: 12807053

Wall of Illus: 13945283

Warrior Emissary: 90873952

Warrior of Tradition: 56413937

Wasteland: 23424603

Water Element: 0373747

Watson: 56015002

Water Margin: 92343984

Water Omotics: 02493511

Waterdragon Fatty: 66926598

Weather Control: 3724513

Weather Report: 2059345

Wingnut Crow: 91996584

White Hole: 43487744

White Magical Hat: 15150365

Wicked Mirror: 15150371

Widescreech Ruin: 77754944

Windstorm of Etaqua: 59746439

Wing Egg: 85882704

Winged Cleaver: 3917582

Winged Dragon: Guardian of the

Fortress: 8779600

Wingman: 92344626

Witch of the Black Forest: 78010936

Witch's Apprentice: 80741828

Witty Phantom: 35304291

Woden the Resident of the Forest: 42883273

Wolf Remens: 17733394

World Supercar: 12253117

Wow Warior: 69/5056

Wretched Ghost of the Attic: 1723833

Yaco Karu: 29380133

Yabba Robo: 10131542

Yanatomo Dragon Scroll: 76704943

Yaru: 59197169

Yarara: 71208011

Zarko: 3009452

Zua: 24311372

Zombie Warner: 3139260

Zone Eater: 88/0085

and Tornado god powers  
WUV WOO Summon a flying purple  
hagop

## HITMAN 2: THE SILENT ASSASSIN

### Murderous Codes

Enter the following into the Hitman2.in file. EnableCheats 1 Then from gameplay, type in the following lines.

- DISABLED: Bomb mode On/Off
- BOMB: Bomb mode On/Off
- QWERTY: Full keys
- QWERTYALI: Alt mode On/Off
- QILEROW: Lethal Charge mode On/Off
- QIGRV: Gravity On/Off
- QINGUN: Nailgun mode On/Off
- QIOPOWER: Megaforce
- QIGIVALS: All weapons and items
- QI RULEZ: God mode On/Off

## NEVERWINTER NIGHTS

### Codes of Honor

To enter these codes, you need to open the own.mn file in the game's directory and add the following line to Game Options. DebugMode=1 Once you do this, you can access the command console from within the game by hitting the Tide (-) key. In the console field, type in DebugMode=1 to enable cheats. You can now access the console by pressing the Tide key and typing in DebugMode=1 to enable a cheat.

### Up Your Stats

Up Strength: SetSTR NUMBER  
(example: SetSTR 100)  
Up Dexterity: SetDX NUMBER  
Up Constitution: SetCON NUMBER  
Up Intelligence: SetINT NUMBER  
Up Wisdom: SetWIS NUMBER  
Up Charisma: SetCHA NUMBER  
God mode: dm\_godmode  
Tiny house: dm\_mytinyhouse  
Get gold: dm\_givegold NUMBER  
Get XP: GiveXP NUMBER  
Up level: GetLevel NUMBER

## NO ONE LIVE FOREVER 2: A SPY IN H.A.R.M.'S WAY

### Hot Cheats

Hit to access the cheats console during gameplay, then enter the following codes:

- Fall armor: armor
- God mode: god
- Fall health: fall\_health
- Fall ammo: ammu
- Get Skillpoints: skill
- All weapons: gun
- Invisibility: poltergeist
- Ledge skip: maphole
- View position: pos
- View version: number
- Build Scope and zoom mode: mods
- Spawn snowmobile: rrobbud
- Bigger blades: badblade

## RETURN TO CASTLE WOLFSMENSTEIN

### Get Your Codes on

To access these codes, you have to create a special shortcut of the game's executable on your desktop. Right-click it and select Properties, then add the following to the target line: /set c cheats 1 Click OK, then start the game using the desktop shortcut.

While playing, hit the Tide (-) key, and enter the following cheats:

- Commit suicide: /k 1
- Enemies won't attack: /notarget
- God mode: /god
- Get all weapons: /give all
- Get full armor: /give armor
- Get full health: /give health
- Get full stamina: /give stamina
- Get unlimited stamina: /nofatigue
- Old-school Wolfenstein interface: /cg \_usefullscreen@ga1
- Walk through wall: /noclip

6 0 M E N U W

## Level Skipping

Start the game with the alternate shortcut and hit the Tide (-) key. In the cheat console, enter the following line: /spdevmap MAPNAME Here is the list of maps:

escape1

escape2

tram

village1

village2

crypt1

crypt2

church

boss1

forest

rocket

dam

chateauau

dark

dig

castle

and

beach

village

boss2

rocket

assault

factory

trainyard

norway

xblabs

wine

wine2

wine3

## WARCRAFT III

### Tricks of the Gods

Press Enter and type the following codes into the field. If you've done so correctly, "Cheated Enabled" will appear onscreen.

- Fast build: warptunnel
- Die faster: incraepower
- Get gold: keyserzoro ANGOL\_NT (example: keyserzoro "10000")
- Get units: leafwing AMOUNT (example: leafwing 10000)
- Get units: invincibility
- Change to day: redashande
- Change to night: lightshow
- Upgrade all gear one level: shapardshiny
- Disable tech tree: synergy
- Leave selected: motherland RACE LEVEL (example e or C3)
- Remove food: rm\_fmlt\_pontbreak
- Can't lose: strengthonor
- Get all research: whospingsat
- Unlimited map: there'snoappon
- Reveal map: lseeedapeople
- Invincible one-hit killing units: whysoy\_dreddy

## PS1

### BUST A GROOVE

#### Dance Preview

Finishing the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu screen! You will be able to view dance moves, mess with camera angles, and do other stuff with any of the characters who completed the game. Make sure you save!

#### Alternate Costumes

High on a character from the Player Select screen, hold Select, and press X. You'll get the character's alternate costume.

#### Play as Capoeira

Finishing the game under the Normal difficulty level with any character.

Now you can choose Capoeira

#### Play as Robo-Z

Finishing the game under the Normal

difficulty level with any character after you acquire Capoeira.

#### Play as Burger Dog

Finishing the game under the Normal difficulty level with Hamon after acquiring Robo-Z. Now, you will be able to access all the hidden characters in single- or two-player mode!

## BUST-A-MOVE 4

### Button Codes

Enter these codes quickly at the Title screen while the words "Press Start" button" flash.

### More Puzzles

At the Title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the Game menu, choose Puzzle and then pick Arcade. Choose your difficulty level and you'll be able to play a plethora of new stages!

### All Characters

Right, Right, Triangle, Left, Right. You will hear a cheering sound to confirm that it worked.

### Tarot Reading

Up, Triangle, Down, Triangle, Up (this option is the Option menu). You will hear a cheering sound to confirm that it worked.

### Talk Demonstration

Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must first put in the All Characters and Tarot Reading codes for this to work. You will hear a cheering sound as confirmation.

## CASTLEVANIA CHRONICLES

### Extra Option

On the Title screen (with Original and Arrage mode), press Up, Up, Down, Left, Right, Left, Right, Right, Circle, X. This will bring you to the Extra Option screen, where you will be able to choose a Trim or Normal screen. The Trim option will put your life bar, score, etc., in a black bar on the top of the screen instead of overlaying it into the background.

## CRASH TEAM RACING

### Button Codes

On the Main Men. screen, hold 1+R and press L+R and press the following button combination: o to get the results as shown. You will hear a noise when they've been entered correctly.

### Unlock Komodo Joe

Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

### Unlock Papu Papu

Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

### Unlock Pinstrike

Press Right, Right, Triangle, Right, Down, Down. You can play as Pinstrike in any mode except Adventure.

### More Tracks

Right, Right, Left, Triangle, Right, Down, Down.

### Invisible Racer (only wheels)

Up, Up, Down, Right, Right, Up.

### Super Turbo Pads

Triangle, Right, Right, Circle, Left.

### Scrapbook Option

Up, Up, Down, Right, Right, Left,

Right, Triangle, Right

### Unlimited Tricks

After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

### Unlimited Puma Fruit

Down, Right, Right, Down, Down.

### Unlimited Bombs

Triangle, Right, Down, Right, Up,

### Unlimited Masks

Left, Triangle, Right, Left, Circle,

Right, Down, Down.

### Unlock a New Racer

On the Main Menu screen, press and hold L+R simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now, choose Time Trial, Arcade, VS, or Battle. On the Player Selection screen, you will see new characters at the bottom: the bald Penta Penguin. This character is now ready to race in one of the modes except Adventure.

### Button Codes

At the Main Menu screen (with Adventure, Time Trial, etc.), press and hold L+R+1 and enter one of these codes (works in any mode except Adventure).

### Ripper Roo

Right, Circle, Circle, Down, Up, Up, Right.

### K. Trophy

Down, Right, Left, Right, Up, Down, Right.

## DANCE DANCE REVOLUTION

### Hidden Characters

On the Character Select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk A, and Dread Snare. Press Left or Right to scroll through the new choices.

## DRAGON BALL GT

These tricks work on the two-player and Training modes.

### Wire Frame

Have both players decide on the characters they want. To choose them, hold Select and then press X. When you go into the battle, both characters will be wire-framed!

### Alternative Outfits

Have both players decide on the characters they want. To choose them, press Square + X + Circle simultaneously. You will begin your battle with new clothes.

## EINHÄMMER

### Defeat Gungod Weapons

This is a method for you to begin the game with Gungod weapons. First, get to a point in the game where you can get some gung-gut weapons. Next, you must intentionally die and use up all of your lives. On Continue Screen 2, let the counter go to zero, causing the Game Over screen to appear. When the Title screen appears, select Game Start. After you select your ship, you will be able to choose from a number of gungods. The gungod you choose will now be in your standard default weapons— even if you die!

## FEAR EFFECT

### Button Codes

Press Start on the Title screen, then go to the Options screen. On there, access the Credits option. On the





# FAN CLUB

Creative endeavors! Blatherings! Other fun stuff!

## Top 10 NES Games in Animal Crossing

Many will argue that these classics make AC worth playing. Here's the best of the bunch.

### 1 THE LEGEND OF ZELDA

What can we say? It's *Zelda*. It's a classic. There's no better complement to *The Wind Waker* than playing through Link's first adventure.



### 2 PUNCH-OUT!!

Mike Tyson may not be in this version of the game, but it's still one of the best NES titles ever. It even holds up exceptionally well today.



### 3 SUPER MARIO BROS.

We've all played through *Super Mario Bros.* about a million times, but for some reason, we just can't stop. Find that Minus World!



### 4 DONKEY KONG

The game that put Nintendo on the map stars a giant monkey (ape, whatever). Too bad it's still missing a stage from the arcade version.



### 5 DONKEY KONG JR.

Mario is a bad guy? In *DK Jr.*, yes. Give this game a play to find out just how much Rare's *Diddy Kong* sucks in comparison.



### 6 EXCITEBIKE

This game had us wanting to be motocross champions back in the NES days. It still does. Actually, we also love making our own tracks.



### 7 CLU CLU LAND

*Clu Clu Land* (and *Clu Clu Land II*) are bizarre action/puzzle games that very few people originally played. Try 'em now—they're fun.



### 8 PINBALL

You can't go wrong with a videogame version of pinball, and this one is still pretty good. Look for Mario's cameo in the bonus round.



### 9 ICE CLIMBER

Everyone forgot about the Ice Climbers until their *Super Smash Bros. Melee* appearance. This is where they got their start.



### 10 BALLOON FIGHT

OK, so *Balloon Fight* is just a blatant rip-off of the arcade classic *Joust*, but it's still a Nintendo classic. Try it with two players.



## CRAP FROM THE PAST

Old games that stink it up!

### BARNEY'S HIDE AND SEEK (GENESIS)—1993

The name says it all. This is a hide-and-seek simulator starring that freakish purple dinosaur you love to hate, Barney. In this game, Barney lumbers across a happy, bouncy landscape looking behind trees, rocks, and other such obstacles to find hiding children. Now, the game explains to us that the kids are simply playing hide-and-seek with Barney, but...we know the truth—these

children are hiding in fear. They know that if the beast catches them, horrible, unspeakable things will happen to them. Perhaps *Barney's Hide and Seek*'s strangest aspect is that it begins playing itself if you don't do anything. Just let the game sit there and the purple people eater begins hunting down prey on his own. Truly the most terrifying use of artificial intelligence.



## HOT or NOT

GameNOW tells you what to like

### THE GAMENOW GALS

We've gotten so many letters telling us Carrie and Nicole are hot, we had to add them to the list.

### WWW.GENIEGIRL.COM

The official home of Shantae, star of the excellent (and criminally overlooked) Game Boy Color game after her.

### GTO - GREAT TEACHER ONIZUKA

*GTO* is one of the best anime/manga series we've seen in a long time. We wish we'd had teachers like Onizuka when we were in school. 'Knew it in the middle of his high.'

### MARSHMALLOW PEEPS

The single best Easter candy we love Peeps!

### THE GAMENOW GUYS

Why do the girls get all the lovin'? So far, Andrew's the only guy to get a complimentary letter about his hunky looks. Are we really that ugly a bunch?

### DISEASE

There's been a lot of sickness spreading around the GameNOW offices lately. Or, maybe that's just everybody's excuse to stay home from work.

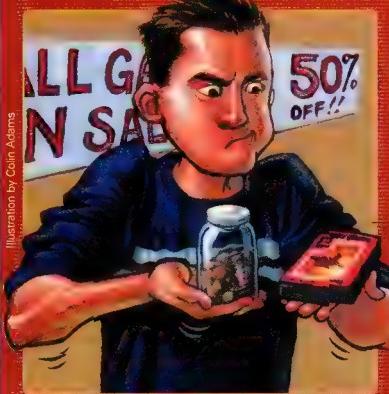
### BUFFY BEING CANCELLED

Apparently, Sarah Michelle Gellar doesn't want to play Buffy anymore, so the show has been cancelled. And, though that may truly suck, at least they didn't try to hire another actress to play Buffy...although we hear Kristy Swanson needs work.

# GAMERDEX

We've discovered many types of gamers out in the wild. Which one are you?

Illustration by Colin Adams



Bargain Gamer

#### Mainstream Systems of Choice:

PS2, Xbox, or GC—again, more than one

#### Hardcore Systems of Choice:

PS1 or DC—again, only one

#### Habitat:

Game stores' preview sections

#### Greatest Ally:

Rental Gamer

#### Fiercest Enemy:

Elistist Gamer

#### Mating Call:

"So, how much trade-in credit do I get for these?"

#### Diet:

Malai Chinese food; deluxe pretzels

#### Fondest Memory:

Finding a new copy of a game cheaper than a used copy of

#### The same game at another store

#### (Devolves Into:

Hong Kong Pirate Game

#### Dreaming of:

A new console priced at \$200 with all games under \$20

#### Rarity:

Comics

The Bargain Gamer was foisted by KJ Sampson at Mountaintop Spaghetti Bargain Gamer ext.

## FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to Game\_Now@iffdavis.com with the subject line, "Gamerdex."

# GAMING EVOLUTION

Games and characters that have endured through time

**BONK (1990-1996)**

#### IN THE BEGINNING

*Bonk's Adventure* (1990)—

TurboGrafx-16

This plucky little caveman with the large head became the mascot for NEC's wonderful but ill-fated TurboGrafx-16 system. Bonk's humorous enemies and powerful head-but attack made this one of the better platformers of the time.



#### GROWING UP

*Bonk 3: Bonk's Big Adventure*

(1993)—TurboGrafx-16

Bonk grew up—literally—in this game. By collecting a special power-up, he would grow to a tremendous size. Another power-up would shrink him into a wee little caveman. *Bonk 3* came out for TG-16 on both cartridge and CD.



#### LAST HURRAH

*Saturn Bomberman* (1997)—Saturn Poor Bonk. Such a great character, and his final appearance is a cameo as a playable character in *Saturn Bomberman*. Sure, *Saturn Bomberman* is one of the best multiplayer games ever made, but Bonk deserved a final game of his own.



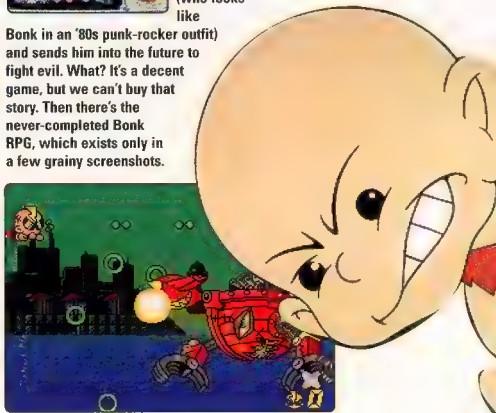
#### MOST EMBARRASSING MOMENTS

*Air Zonk* (1992)—TurboGrafx-16 and *Bonk RPG* (Never Released)—

TurboGrafx-16

Bonk must have done something right, as he really doesn't have much in the way of embarrassing moments. Still, you can't ignore *Air Zonk*. In this ridiculous game, Bonk builds a robot named Zonk (who looks like

Bonk in an '80s punk-rocker outfit) and sends him into the future to fight evil. What? It's a decent game, but we can't buy that story. Then there's the never-completed *Bonk RPG*, which exists only in a few grainy screenshots.



## FIRST PLACE



**Guy All**  
Clearwater, FL

# FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope—that's the long kind.) All entries become the property of ZD Inc. and will not be returned.



**2ND PLACE**  
**Ivan Mader**  
Madison, AL



**3RD PLACE**  
**Gilbert Soto**  
Brentwood,  
NY

## \$10 Treasures

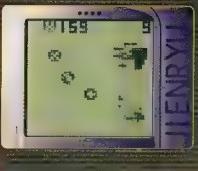


### GEKIOH: SHOOTING KING—PS1

Sure, U.S. gamers are lucky enough to see *Karateka*'s release, but sadly, precious few shooting games make it to this part of the world. That's why it's nice to see Natsume release this exciting little shooter at the low, low price of \$10.

What really sets *Gekioh* apart, though, is the variety of crazy bonus modes. Wanna play as if the game is running on a 1930s film projector? You got it. Or maybe you've always wanted a videogame with a laugh track. You can have that, too. Pocket mode emulates what *Gekioh* would look like if it were made for Sony's Japan-only PocketStation (a PS1 memory card that had an LCD screen, like the Dreamcast's VMUs).

There're plenty more modes, too, so you'll definitely get your money's worth with *Gekioh*.



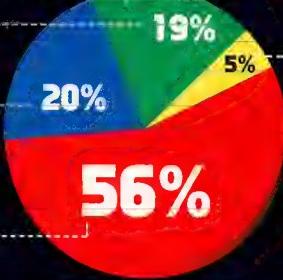
## OPINION POLL

Who's the biggest, baddest, video game mob boss?

*Sonny Forelli*  
(*Grand Theft Auto:*  
*Vice City*)

*Salvatore Leone*  
(*Grand Theft*  
*Auto III*)

*Tom Nook*  
(*Animal Crossing*)



Be sure to log on to the GameNOW message boards at Gamers.com to cast your vote in the next poll!

## SUPER LUCKY IMPORTS

### Game Boy Advance SP—Pearl White Edition

By now, we all know Game Boy Advance SP is cool, but the pearl-white version of SP is both cool and rare. This limited-edition system (released on February 14) was available only at a couple of exclusive retailers in Japan, including 7-11. (Yes, Japanese 7-11 stores sell videogames—how cool is that?)

In addition to getting the pearl-colored system (it's kind of a shiny white—very classy-looking), you also get the GBA SP recharge/AC adapter, a copy of *Final Fantasy Tactics Advance*, a FFTA SP carrying pouch, and a FFTA strap to attach to the system.

Since this is a hard-to-find system, expect to pay more for it than you would for a standard GBA SP. Your best bet is to visit import shops. We got ours at Upstate Games ([www.upstatetgames.com](http://www.upstatetgames.com)).



If you bought all these games, it would cost about **\$270.**



**WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN \$10?**



#### PLAYABLE DEMOS

- AMPLITUDE
- ATV OFFROAD FURY 2
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## **CONTEST: Find Sushi-X**

**As you may have already noticed, Sushi-X tagged along with Miguel on his trip to Japan, and we've got the photos to prove it. Sushi appears in every photo in the Japan Yourself! feature on page 66. Can you find where in each photo he is?**

# AD INDEX

3.2. [Treatment](#)

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**ENTERTAINMENT... 110-111**

**FIND SUSHI-X CONTEST RULES**  
NO.1 RICHIEE NEEDS IT! There are seven (7) images of Sushi-X hidden in the Japan Youself! Feature in the May 2003 issue. To enter our contest, go to GameZone.com. A completed entry form must have your name, address and e-mail address. If you have one and must do so identify the images in GameZone that include Sushi-X, describing where he appears in each photo. Sweepstakes ends at 11:59 p.m. EST on April 30, 2003. Entries must be received by April 30, 2003. Void where prohibited. Open to U.S. residents age 18 and older as of April 30, 2003. Void where prohibited by law or in any state or local laws. Void in MD, MA, HI, PR, DC and Canada. Sponsor: Showtime Networks Inc., the private winners in No. 1 and No. 3 by May 3, 2003 by random drawing from among all eligible entrants received. Only those entries which can be identified by the seven (7) images of Sushi-X in GameZone.com will be considered eligible entries. The prizes

# GAME NOW

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# NEXT MONTH

A look at upcoming Ziff Davis publications



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 June 2003, on sale May 20

**15th**

**Happy Birthday, Mega Man!**

Can you believe it's been 15 years since the venerable Mega Man's debut? Fifteen years. 1988. That was when the World Wide Internet was invented—or the phone, we're not sure. But we are sure that our special coverage of Mega Man's anniversary and return to gaming will be unmatched. *GameNow's* resident Mega Man fanboy, Phil Theobald, is seeing to that. Be there.



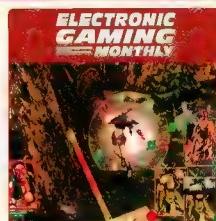
### ON SALE MAY 6

#### Chicken Shack

OK, so there's no game called *Chicken Shack*, but we're sworn to secrecy about what this really is. Suffice it to say that it's the long-awaited sequel to one of the best PC games ever made. Don't miss the preview of the game we've all been waiting for.

#### Also Featured:

- *Opus Ex 2*
- *Grand Theft Auto III: Vice City*
- *Raven Six: Raven Shield*



### ON SALE MAY 6

#### Rogue Leader: Rogue Squadron III

Set a course for the unsucky side of the Star Wars galaxy (sorrry, Episode II) *Rogue Squadron III* lets you relive more of the finest moments from the classic trilogy

#### Also Featured:

- *Midnight Club 2* (PS2, Xbox)
- *Full Throttle II* (PS2)
- *Onimusha 3* (PS2)
- *Lost Kingdoms II* (GC)
- *Spy Hunter 2* (PS2, GC, Xbox)

## It's Raining PCs—Hallelujah!

Our June Hot 10 reviews will include four—count 'em, four—PC titles: *Counter-Strike: Condition Zero*, *Homeworld 2*, *WarCraft III*, *The Frozen Throne*, and *Star Trek Voyager: Elite Force II*. Ah, when it rains, it pours. You lucky ducks.

## Strategies Galore

June is Exploratory Surgery month at *GameNOW*, and we've got four potential biggies on the strategy examination table:

*Castlevania: Aria of Sorrow*, *Primal*, *Splinter Cell* (PS2), and *Wolverine's Revenger*.

Plus other surprises and fun stuff from the folks who brought you the light bulb and indoor plumbing



### ON SALE MAY 13

#### Revealed

OPMs got the exclusive scoop on a dazzling new Navy SEALs game. Don't be the only kid on your block to miss it! Plus: a massive preview section covering anything and everything at this year's E3 show

#### Also Featured:

- *Auto Modellista* reviewed
- Are games art?
- The only playable PS2 demo DVD!

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